AVATAR LEGENDS

THE ROLEPLAYING GAME

SETTING TOOLKIT

REPUBLIC CITY

AVATAR
LEGENDS
THE ROLEPLAYING GAME

Credits

Project Manager
Elizabeth Chaipraditkul

Lead Designer
Brendan Conway

Additional Design
Sen-Foong Lim, Mark Diaz Truman

Development
Elizabeth Chaipraditkul, Brendan Conway, Marissa Kelly, Mark Diaz Truman

Writing
Elizabeth Chaipraditkul, Connie Chang, Brendan Conway, Hiromi Cota, James Mendez Hodes, Sarah Satiel, Christopher Tang, Mark Diaz Truman

Copy Editing
Monte Lin, Kate Unrau

Layout and Graphic Design
Miguel Ángel Espinoza

Art Direction
Marissa Kelly

Art
Avatar Studios & Paramount
Miguel Ángel Espinoza, Alex Monik, Richard Suh

Proofreading
Katherine Fackrell

Chinese Translation
Dr. Lee Siu-Leung, Tony Lee

Calligraphy
Dr. Lee Siu-Leung

Licensing Liaison
Mark Diaz Truman

Staff Support
Megan Creaturo Anaya, Kate Bullock, Derrick Kapchinsky, Adam McEwen, Valerie Osborn, Chris Samson

Special thanks to:
Christi Cardenas, Emilie Cruz, Michael Dante DiMartino, Arthur "DJ" Desin, Joan Hilty, Amy Jarashow, Bryan Konietzko, Claire Posner-Greco, James Salerno, Russ Spina, Jeff Whitman

Avatar Legends: The Roleplaying Game was designed by:
Brendan Conway, James Mendez Hodes, Marissa Kelly, Mark Diaz Truman

With contributions from:
Sharang Biswas, Elizabeth Chaipraditkul, Miguel Ángel Espinoza, Lee Francis IV, Sen-Foong Lim, Yeonsoo Julian Kim, Daniel Kwan, Alexi Sargeant

Avatar Legends: The Roleplaying Game is based on the Powered by the Apocalypse framework originally developed by Meguey and Vincent Baker.

magpie GAMES

nickelodeon

Printed by LongPack Games

Avatar Legends: The Roleplaying Game text and design ©2022 Magpie Games. All rights reserved.

©2022 Viacom International Inc. All Rights Reserved. Nickelodeon, Avatar Legends and all related titles, logos and characters are trademarks of Viacom International Inc.

Table of Contents

Chapter 1: Welcome to Republic City 5
What Is This Book? 6
Overview of Republic City 7

Chapter 2: The Districts 17
Cross-District Factions 18
Reading This Section 19
Central District 20
Downtown 24
Yue Bay 28
Old Cranefish Town 32
Harmony Park 36
Roku Plaza 40
The Spirit Wilds 44
Green Meadows 48
Dragon Flats Borough 52
The Underground 56

Chapter 3: The Way of The Future 61
Other Settings 62
Introducing the Ways of the Future 63
Pro-Bending 64
- Rules of Pro-Bending 65
- Incorporating Pro-Bending 67
- Arena Moves 68
- Highlight Moves 69
- Rank and Renown 74
- NPC Team Traits 75
- Tournament Structures 77
- Pro-Bending Related Adventure Hooks 77

Vehicles 78
- Racing Mechanics 81
- Chases 84
- Course Challenges and Obstacles 86
- Races, Chases & NPCs 86
- Vehicle Techniques 87
- Vehicles in Combat 90
- Designing a Vehicle 91
- Sample Vehicles 93

Mecha 94
- The History of Mecha 94
- Traits of a Mecha 96
- Mecha Techniques 98
- Using Mecha in Combat 99
- GMing Mecha in Play 101
- Pre-Built Mecha 102

Chapter 4: Playbooks 105
Three New Playbooks 106
The Adrift 109
The Aspirant 113
The Outcast 117

Chapter 5: Adventures in Republic City 121
Important Differences 122
Adventure Hooks 126
The Quick & The Quarrelsome 127
- Using This Adventure 128
- Summary 128
- Introduction 132
- Important Characters & Groups 134
- Important Locations 139
- GM Advice 141

Appendix A: Techniques 144

Appendix B: NPC Legends 149
Lin Beifong 150
Zhu Li Moon 152
Mako 154
Bolin 156
General Iroh 158

CHAPTER 1

WELCOME TO REPUBLIC CITY

第一章

CHAPTER 1

This chapter introduces you to this book and Republic City. Here you'll find a breakdown of the book and its chapters as a whole, including some tips on how to use it. For Republic City, this chapter provides a general overview of the setting. If you're looking for overarching information about Republic City as a whole, this is where you will find it!

Republic City is a gleaming forest of skyscrapers shot through with massive spirit vines, illuminated by twinkling electric lights and a blazing pillar of spirit energy—a brand new Spirit Portal in the middle of the city. It is home to thousands and thousands of people, with just as many stories to tell and to discover.

Republic City is a unique place, a city forged in the rapid changes and developments of past struggles. It is a multicultural place, with blended families including citizens from all of the Four Nations, with countless people interested in a better future. Built upon a legacy fostered by Avatar Aang and his companions, it has only grown stronger under the influence of Avatar Korra.

The city isn't without its troubles. Just in the past few years, the city has faced an Equalist uprising, an attack by the spirit of chaos in monstrous humanoid form, an invasion by the Earth Empire, and war among the Triads that endangered the lives of everyone in the city! But in each and every case, the city's defenders overcame these threats and pushed forward into a brighter future.

This city is ready and waiting for new heroes to rise and become legends—ready and waiting for you!.

What Is This Book?

Avatar Legends: The Roleplaying Game—Republic City is a **setting toolkit**, a guide to the specific setting of Republic City in the Korra Era of the Avatarverse. Republic City is the main setting for several seasons of *The Legend of Korra*, and it is a fantastic, rich setting for your game. This book is a massive expansion of the known material about Republic City, designed to make it an even richer and more complex setting for your game. The description of Republic City in this book is set in the Korra Era after the events of the *Ruins of Empire* comic, just a few years after Avatar Korra first came to Republic City.

This book also includes three new playbooks you can use in any era of play, as well as new systems and a plethora of new techniques adaptable to any game! While the focus of a setting toolkit is centered on a particular setting, the ideas, stories, and mechanics of the book can still spark exciting play for any campaign.

The Chapters

In **Chapter 1: Welcome to Republic City** (which you are reading right now!), you will find a basic rundown of the city, including its history and its current state.

In **Chapter 2: The Districts**, you will find a rundown of ten major districts in Republic City, each with important locations, characters, and plot threads to flesh out any game.

In **Chapter 3: The Way of the Future**, you will find three new mechanical systems to add to your game, including Pro-bending, vehicle races and chases, and mecha.

In **Chapter 4: Playbooks**, you will find three brand new playbooks to add to the set of available playbooks in your game; these playbooks are a bit more involved and complex than those in the core book, but they can take your game in whole new and interesting directions.

In **Chapter 5: Adventures in Republic City**, you will find a new adventure, *The Quick & The Quarrelsome*, set in the tunnel-racing scene of Republic City—the heroes will have to hop into a vehicle and get racing if they hope to save the day!

In **Appendix A: Techniques**, you will find 50 all new techniques for your game. The overall set of techniques includes more weapons and technology techniques, but there are new options for every kind of training.

In **Appendix B: NPC Legends**, you will find five new write-ups of Legendary NPCs to use in your game, including Lin Beifong, Zhu Li Moon, Mako, Bolin, and General Iroh of the United Republic Forces.

How to Use This Book

To use this book, you need the **Avatar Legends: The Roleplaying Game** core book, which contains all the rules necessary to create characters and play the game. By default, all of the rules in that book still apply!

The rest of **Chapter 1: Welcome to Republic City** and all of **Chapter 2: The Districts** provides a rich, complex setting with countless different stories to be told within. Don't read those chapters thinking you have to memorize every single detail to represent all that complexity in your game! Instead, read as if you're picking over a menu, choosing the elements that seem the most exciting to you for your game. Think about which districts sound fun to play in, and which elements of Republic City inspire you the most for stories and characters.

If you're a player in the game, consider what's most interesting for your character. Do you want to be a street racer? Do you want to be a mecha driver? Do you want to chase your dreams in Central District, the political heart of Republic City?

If you're a GM, think about what places and elements pop for stories and NPCs, and suggest them to the players especially during the set-up of the campaign. The GM is often reactive to what players add to the game during the set-up, but you can always express your own interest in particular aspects of the setting!

In both cases, try to initially focus on a few elements. It's easy enough to expand your game over the course of play, visiting new districts, encountering new characters, adding new rules, and solving new problems! Don't worry about adding every single element at the start of play, unless you're experienced with the game and completely comfortable with the wild combinations that follow. If you aren't all that interested in adding mecha, you can continue to use the basic rules of the game to cover fights with them—perhaps just upgrade a mecha-driving NPC from a minor NPC to a major NPC, and you're good to go! If you're not all that interested in visiting the Yue Bay district, don't worry about detailing it and explaining it to everyone else in the game! Though this book is designed to offer a medley of new options, you shouldn't feel the need to overcomplicate your game with all of them.

Using This Book in Other Eras

This book is designed to add to the rules and ideas of the core book, to take those ideas in new directions and flesh out a game set in Republic City. Much of the content in this book, like the playbooks, can be of use in other eras with some creativity. If you're interested in adapting any of the myriad elements of this book to a different campaign in a different era, think about the exact particulars of that adaptation before you use them. If you can't make sense of a mecha showing up in the Kyoshi Era, then you might be better off steering clear...but if everyone at the table is excited about the idea of some genius inventor having come up with a bizarre waterbending hydraulic wooden mecha, then go for it!

Overview of Republic City

Republic City is a major city, one of the largest and most important of the Korra Era alongside cities like the Fire Nation Capital and Ba Sing Se. It is the capital of the young United Republic, and a vast population calls it home. There's no way to cover every individual nook and cranny of this huge and modern city, where stories unfold from the darkest alley to the brightest tower. This overview gives you enough background to portray Republic City, but there is still plenty of room for the characters and stories that you will tell over the course of your game!

History

Republic City is a modern city, tied intimately to its own present day, but it has its roots in the deeper past. Ages ago, the great city-state of Tienhaishi stood on this land, but was abandoned during the incident between Avatar Yangchen and General Old Iron, an ancient and powerful spirit who sought revenge upon the city-state. Scattered, small villages were all that remained upon the land once belonging to Tienhaishi.

Centuries later, the Fire Nation invaded the Earth Kingdom after the Air Nomad genocide, and the area once known as Tienhaishi fell under Fire Nation control. Then, after the end of the Hundred Year War, Fire Lord Zuko and Earth King Kuei signed the Treaty of Yu Dao, the first step in giving the former Fire Nation colonies their own legal autonomy and identity. Those colonies, especially the oldest ones, mixed Fire Nation and Earth Kingdom cultures, belonging to both other nations and to neither. With the Treaty of Yu Dao, those former colonies could build upon their unique identities. They became places of opportunity and hope to many throughout the Four Nations, including would-be business interests. The area where Tienhaishi once stood held a large crystal depository under the earth, and that abundance, combined with the neighboring small villages, made it a good possibility for further business development.

The Earthen Fire Refinery was the first business collaboration between Earth Kingdom and Fire Nation citizens, and its creation became the foundation for Cranefish Town and then Republic City. The Refinery was built to mine the crystals and it drew people from all walks of life to the town: benders and non-benders, Fire Nation citizens and Earth Kingdom citizens, and more besides. Those people grew a new village around the Refinery. The vibrant village would one day become the grand metropolis of Republic City.

Cranefish Town was known for its multicultural identity, welcoming people from all walks of life and from every nation. Immigrants were welcome to make a home in the village and it thrived thanks to the diversity of people within its borders. Sometimes the differences between inhabitants caused strife. In particular, especially thanks to the presence of advanced industrial technologies in Cranefish Town, problems between benders and non-benders came to the fore. Each side worried about losing status and jobs in the face of the other and of changing technology. Avatar Aang and his companions became early champions of the town, helping to handle the worst outbursts of such strife, but the tension between benders and non-benders in Cranefish Town would last all the way into its existence as Republic City.

The greatest and most important change to Cranefish Town's continued expansion came when Avatar Aang, Fire Lord Zuko, and Earth King Kuei together agreed to officially support the former Fire Nation colonies as an entirely new nation. This new

“Republic City! Home of Avatar Korra, CEO and genius inventor Asami Sato, Detective Mako, and heartthrob Pro-bender turned heartthrob mover star turned Earth Empire adjutant turned detective turned presidential assistant, Bolin! Capital of the United Republic, and shining bastion of a new future of unity, harmony, and balance! Everyone who lives somewhere else wishes they were here, and everyone who lives here wants to go nowhere else!”

nation, called the United Republic, welcomed everyone the world over, and Cranefish Town—now renamed Republic City—was its capital. The support of other nations helped Republic City's growth truly take off, and in only a few decades it became a metropolis to rival any other in the world in size and scope.

The present day of Republic City is built upon all this history, and upon the upheavals of the past few years. Within the past five years, the city has faced several different major changes and crises. Each of these events is relatively fresh in the memory of the people of the city, and their ripple effects continue to be felt to this day. These include the Equalist uprising, the attack of UnaVaatu, the growth of spirit vines, the Earth Empire's invasion, the opening of the new Spirit Portal, and Tokuga's attack on the city.

Equalist Uprising

A few years before the Korra Era setting, the Equalist uprising threatened Republic City. The Equalists were an underground movement of non-benders, who wanted to eliminate bending, which they believed would make society more equitable. The movement was led by Amon, a dangerous masked figure who appeared capable of removing bending from his foes. Amon was charismatic and impressive enough to successfully call many disgruntled citizens to his cause, including Hiroshi Sato, then-CEO of Future Industries and also Asami Sato's father. With Hiroshi Sato's aid, the Equalists armed themselves with advanced weaponry, including shock gloves, biplanes, and the first ever mecha tanks (see page 94 for more on mecha tanks). The Equalists rose up against the city in force, and even effectively took control for some time, going so far as to place a copy of Amon's mask upon the statue of Avatar Aang in the city's Yue Bay. They outfought the unprepared Republic City police thanks to electromagnets and other tools geared specially to defeat Metalbenders, and they overpowered the United Forces army and navy thanks to their surprise attacks and technology.

In the end, the Equalists were defeated thanks to Avatar Korra's efforts. She revealed publicly that Amon was actually Noatak, the son of Yakone, the crime lord. Yakone, a Waterbender and master Bloodbender, wielded bloodbending without the need of a full moon and without moving his hands. Avatar Aang had defeated Yakone and removed his bending, but Yakone had raised his children, Noatak and Tarrlok, to psychically bloodbend like he could. Both children were deeply abused by Yakone and his harsh teaching methods. Noatak became weighed down by a need to accomplish his father's plans to take over the city and destroy the Avatar while also being consumed with anger towards bending itself, for all that his father had done to him. Noatak created the identity of Amon and used his bloodbending to remove the bending from his foes.

He was ultimately revealed as a Waterbender and died when his brother detonated the boat the two of them were on. The Equalist movement lost its focus. No other leader rose immediately to take place; Hiroshi Sato had also been defeated and taken into custody, and Amon's closest lieutenant attacked Amon outright and was cast down by the Bloodbender. The Equalist uprising ended with the United Forces and Republic City police successfully retaking the city from the disunited Equalists. The conflict between benders and non-benders still simmered in the city, but at a far less dangerous, virulent level. New forms of Equalists would arise over the years, but none as dangerous as Amon's.

UnaVaatu & Harmonic Convergence

Only a few months after contending with Amon, Avatar Korra's next greatest foe was Unalaq, the chief of the Northern Water Tribe. Unalaq's goals involved opening up the Northern and Southern Spirit Portals and then releasing Vaatu, the spirit of darkness and chaos, during the Harmonic Convergence when stellar bodies aligned and freeing the ancient spirit became possible. Vaatu was the opposing force to Raava, the spirit of peace and light who bonded with Wan to become the first Avatar and begin the Avatar Cycle. Harmonic Convergence only happens once every 10,000 years, so Unalaq had one chance to accomplish his plan. Unalaq's ultimate goal was to combine forces with Vaatu and lead humanity into a new era. His plans were wide-ranging, and the conflict between him, Avatar Korra, and her allies took them to many places throughout both the physical world and the Spirit World.

Ultimately, Unalaq freed Vaatu and bonded with the spirit. Their power overcame Avatar Korra and destroyed the spirit of Raava within her. Further strengthened by Harmonic Convergence, they transformed into an enormous, empowered spirit-being known as UnaVaatu and traveled to Republic City to destroy it and begin 10,000 years of darkness. UnaVaatu appeared in Yue Bay as a towering giant, unleashing spirit vines into the city to tear into buildings and firing massive blasts of gleaming violet energy at United Forces attacking him. To defeat him, Avatar Korra tapped into the cosmic energy of the universe, but the giant's attack itself was a damaging and significant surprise for the city's leadership.

The effects of the attack left the city covered in the spirit vines. Compounded with effects of Harmonic Convergence and Avatar Korra's decision to leave the Spirit Portals at the North and South Poles open, the city was reshaped forever. With that decision came the arrival of a new wave of Airbenders, appearing all throughout the world without warning. Those Airbenders became the new Air Nation of the present Korra Era. The Air Nation, centered on Air Temple Island in Republic City's own Yue Bay, has become a major influence in Republic City.

Spirit Vines

UnaVaatu's attack left massive spirit vines growing throughout Republic City. Despite the best efforts of even Avatar Korra herself, no one could remove these vines; attempting to cut them back caused them to just grow back stronger. The spirit vines caused a lot of trouble for Republic City in the early days of their appearance—with a few of the significant problems being traffic disruptions, city buildings being damaged or non-functional, and people's homes being overtaken by vines.

In the time since their first appearance, the spirit vines have become a part of Republic City. City planners and builders learned to work around and even with the spirit vines, incorporating them into construction plans. The Spirit Wilds that grew from the vines have become a combination of tourist destination and site of spiritual pilgrimage. Most people in Republic City of the Korra Era setting no longer balk at the sight of spirit vines wherever they go, and have their own ways of living alongside the vines.

The presence of the spirit vines plays a key role in the city's current struggles with spirit vine energy (page 14) and the role of spirits in the city as a whole (page 15).

Earth Empire Invasion

The next few years after UnaVaatu's attack were characterized by reconstruction, growth, change, and improvement. But the nearby Earth Kingdom underwent its own upheavals and transformation over the same time, with the death of Earth Queen Hou-Ting at the hands of Zaheer and the Red Lotus (see **Avatar Legends: The Roleplaying Game** page 80). Kuvira, captain of the guard in Zaofu, rose to unite the fracturing states of the Earth Kingdom…but she eventually became convinced of her own righteous cause and the necessity of force. She didn't restore the Earth Kingdom, but instead named herself the leader of a new Earth Empire, the head of a secret army she built over the years using technology from the genius inventor Iknik Blackstone Varrick. She proclaimed that she would reclaim all traditional Earth Kingdom territory for the Earth Empire, including that of the United Republic, and she marched her army toward the city. Her most powerful weapon was the Mecha Giant, an absolutely enormous mecha creation wielding a cannon powered by spirit vine energy. The cannon was devastatingly powerful, and no military stood a chance against its might. Republic City was evacuated in advance of the attack, to keep civilians away from such firepower—in part of that evacuation, Prince Wu (Hou-Ting's great-nephew) created tunnels with badger-moles from the zoo in order to help get civilians to safety.

When the Earth Empire army arrived at Republic City, Kuvira demonstrated the power of her Mecha Giant by unleashing an attack on the United Forces ships in Yue Bay, destroying them in seconds. Fearing that the United Forces soldiers would simply be destroyed in the face of such power, President Raiko of the United Republic surrendered to Kuvira.

The fight against Kuvira was left to Avatar Korra, the Air Nation, and their allies. Luckily, Varrick—who had defected from Kuvira by this time—used an electromagnetic pulse to disable most of the Earth Empire mecha army, and Korra and her allies hatched a risky and desperate plan to take down the Mecha Giant. They overloaded the power core of the machine, causing it to explode and sending its cannon into the Spirit Wilds. A final confrontation between Kuvira and Korra led to the cannon firing uncontrollably and Korra redirecting the energy to create a new Spirit Portal in the city.

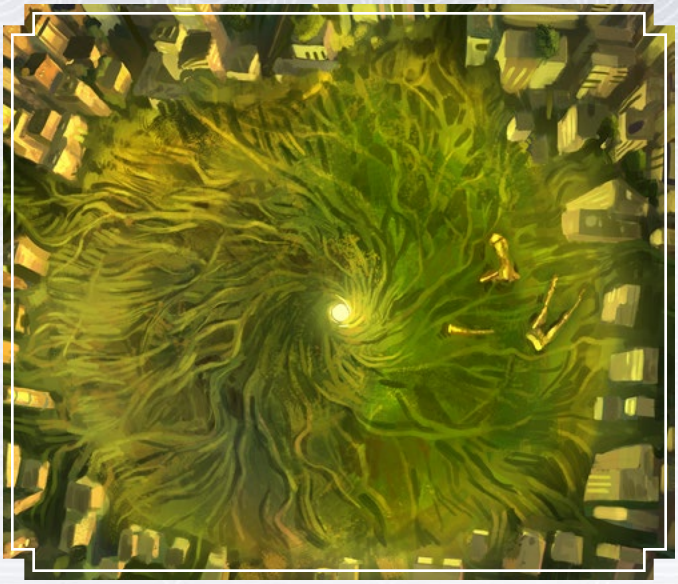
The Earth Empire's attack had several consequences for Republic City beyond just the creation of the Spirit Portal. The attack destroyed buildings and damaged infrastructure, but it didn't cost lives thanks to the evacuation. Moving people back into the city, however, encountered its own significant obstacles—many of the homes were now reduced to rubble, and the city had to rebuild. President Raiko's surrender became a crucial public issue and he lost re-election to Zhu Li Moon.

The leftover weapons of war and technology used in the attack returned as a problem during Tokuga's attack (page 12), and they continue to present difficult questions to this day. Should the spirit vine energy used in the Mecha Giant's deadly weapon be a legitimate avenue of further research? Should Republic City's United Forces or its police arm themselves with new, advanced mecha weaponry? Is there a way for the city to prepare itself in case any such attack ever occurs again? These questions and more continue to haunt the city's people and its leadership, but all are committed to moving forward to a better future that doesn't give in to the fears of the past. Even Kuvira herself has shown significant steps towards rehabilitation.

New Spirit Portal

When Kuvira set off the spirit vine energy cannon one last time, the damaged device went completely out of control and almost vaporized her. Avatar Korra saved Kuvira by redirecting the energy, inadvertently opening up a brand-new Spirit Portal right in Republic City. As with the other Spirit Portals at the poles, Avatar Korra was reluctant to solve problems by simply closing them off, believing that spirits and humanity deserved a chance to live in harmony with each other.

Republic City was arguably better prepared than any other city for such an event—after all, the city faced the growth of spirit vines just a few years ago, and grew to live mostly in harmony with those vines over the intervening time. The Spirit Portal absolutely presented new problems for the city, including direct access to the Spirit World for humanity, and to Republic City itself for spirits. Finding new ways to live in harmony is one of the greatest challenges of the era, but with Avatar Korra's guidance, the citizens of Republic City make significant strides in that direction every day. In particular, the ultimate resolution of the crisis around the Spirit Portal's land was a good sign for the future of the city.



Tokuga's Attack

Wonyong Keum, CEO of Keum Enterprises, owned the land around the Spirit Portal and had significant plans to capitalize on that land, developing it into a tourist attraction. The Air Nation stood in his way, performing a sit-in protest on the land, and Wonyong Keum thoughtlessly reacted with anger. He hired the Triple Threat Triad, led at the time by a dangerous, young, incredibly ambitious Triad fighter named Tokuga, to oust the Air Nation from that land. The Triple Threats' attack on the Air Nation went horribly awry, and Tokuga was physically transformed by the angry Drag-on-Eel Spirit. Afterward, he looked half human, half spirit, with one arm a long tentacle.

But for Tokuga, that wasn't even close to the end of the conflict. Filled with rage at what had happened to him, he first attacked Wonyong Keum and usurped control of Keum Enterprises. Then Tokuga reinforced his control over the Triple Threat Triad and hatched a plan to take over all of Republic City. He broke into the warehouses where the Earth Empire's weaponry was stored and armed the Triple Threat Triad with mecha suits, tanks, and airships. After attacking the Creeping Crystal Triad and claiming their territory, Tokuga had his forces attack the city as a whole. He demanded United Forces troops depart from the Spirit Portal or he would unleash a poison gas weapon on the city.

Ultimately, Tokuga was defeated thanks to Avatar Korra and her allies, Asami Sato in particular. The airship with the poison gas was plunged through the Spirit Portal, because it could do no harm to the spirits on the other side who were immune to the gas. Tokuga was lost in the Spirit World. After seeing the damage he had inadvertently caused, Wonyong Keum agreed to give rights to the land around the Spirit Portal over to the city, and President Zhu Li Moon promptly gave the Air Nation custodianship of that land.

Tokuga's attack threatened a city that had already been through quite a few crises, but in particular it showed the danger of fully uninhibited and capable Triads to the city, as well as the danger of the remaining Earth Empire weaponry. Even if those particular weapons are in the process of being decommissioned and disarmed, the technology and the potential to make more still exists and remains a challenge Republic City will face long into the future.

Culture

Republic City is diverse, with citizens from every other nation, every other major city, and countless smaller cities and villages who now call Republic City home. The city, though young compared to the rest of the world, has existed for long enough that there are new generations who grow up calling the city their home. The unique cultural identity they experience, growing up among such a diverse place, is something that belongs only to Republic City.

Most of the city's residents hold that diversity is a strength, and that the city is always better for the wide variety of people in it. Some individuals might disagree, but as time passes, the culture of Republic City continues to grow from a foundation of diversity and the fusion of many different practices, traditions, and heritages.

In some places, these fusions create something beautifully novel, like when an Earth Kingdom recipe is adjusted with Fire Nation spice, or a Water Tribe song is played on a new instrument based on traditional Air Nomad wind-pipes. Republic City itself is often seen as exactly this kind of synthesis, and its ever-growing culture is characterized by these fusions. Even Pro-bending itself can be seen as this kind of fusion, requiring Earthbenders, Firebenders, and Waterbenders—an exciting combination that exemplifies the diversity in the city and is celebrated at the stadium in Yue Bay!

In contrast, other places in the city celebrate the uniqueness of each nation. Districts primarily consisting of inhabitants from the Earth Kingdom, Water Tribes, and Fire Nation all preserve elements from their homelands. These ethnic enclaves have adapted different traditions from their homelands to fit into Republic City, working with the city's culture rather than against it. For example, a citizen can travel just a short distance from their home and get traditional cuisine from many different groups. They can buy art from Water Tribe ice sculptors and Fire Nation painters alike. One week, they can visit a traditional Earth Kingdom harvest parade, reimagined for the city; and then the next week, they can attend a celebration of a crucial day in Water Tribe history.

The culture of Republic City is proud of this constant preservation of the past and reinvention for the future. Those who live in the city tend to embrace it wholeheartedly, maintaining their own cultural traditions while exploring others from across the world. Republic City also plays home to countless multicultural families; the city's own heroic brothers Mako and Bolin are a Firebender and an Earthbender, respectively! Once upon a time, a Firebender and an Earthbender as siblings would have been largely unknown throughout the whole world, but in Republic City it's not surprising at all. As families continue to blend their traditions and practices, their inherited identities continue to change. Many, especially second- or third-generation Republic City residents, have come to define themselves less by their ancestral homes and more by the United Republic itself.

Law

For the most part, Republic City's laws define a structure to disallow harmful activity and to support the citizens of the city. There is plenty of discussion about individual laws and their effects, but that all happens within an ever-improving, active political system. It doesn't always get everything right, but those who make laws in Republic City are, for the most part, truly trying to do the best for the people of the city. The most common troubles with the law in Republic City revolve first and foremost around those who most often flaunt the law: the Triads.

Sometimes, Republic City's constant reinvention creates new problems and the most obvious example of that is the Triads of Republic City. The Triads aren't exactly brand new—there have been criminal organizations and bandit gangs all throughout the history of the world—but the exact form of structured, organized criminal syndicates in direct competition for "territory" within the city, taking advantage of its bounty and complexity to grow and profit…that's a distinct mix that belongs to Republic City. These organizations often prey on the disadvantaged, recruiting them at young ages to create willing and capable fighters for future battles. Sometimes, a Triad stands as a kind of family for its members, and it might even funnel some of its resources back into a local community…but nearly always, they take these actions out of a desire for long-term selfish gain. The Triads of Republic City are home-grown dangers, and the city has had to learn how to react to and contend with these organizations. That work largely falls to the Republic City Police.

The Republic City Police was founded by Toph Beifong, the traveling companion and dear friend of Avatar Aang, and the current chief is her daughter, Lin Beifong (page 150). The police department has plenty of detectives and officers in many different roles, including an elite force of Metalbenders who wear metal armor and move quickly around the city with metal wire reels. The police have a primary station (page 21) and many smaller watch posts throughout the city. The organization itself has faced many challenges over the past few years, as the Equalist uprising and Tokuga's attack both directly confronted and affected the police. But Lin Beifong ensures that the police remain dutiful to their jobs as best she can. The institution is still the front line of any conflict with the Triads.

The conflict between the Triads and the police flares up and quiets down at different points across the city. It's not defined by constant struggle, so much as periodic flashpoints, particularly when a Triad begins to act too overtly or openly. So far, the police haven't been able to eliminate the Triads, and the Triads haven't been able to utterly subvert the police, but their struggle is likely to continue for many years to come.

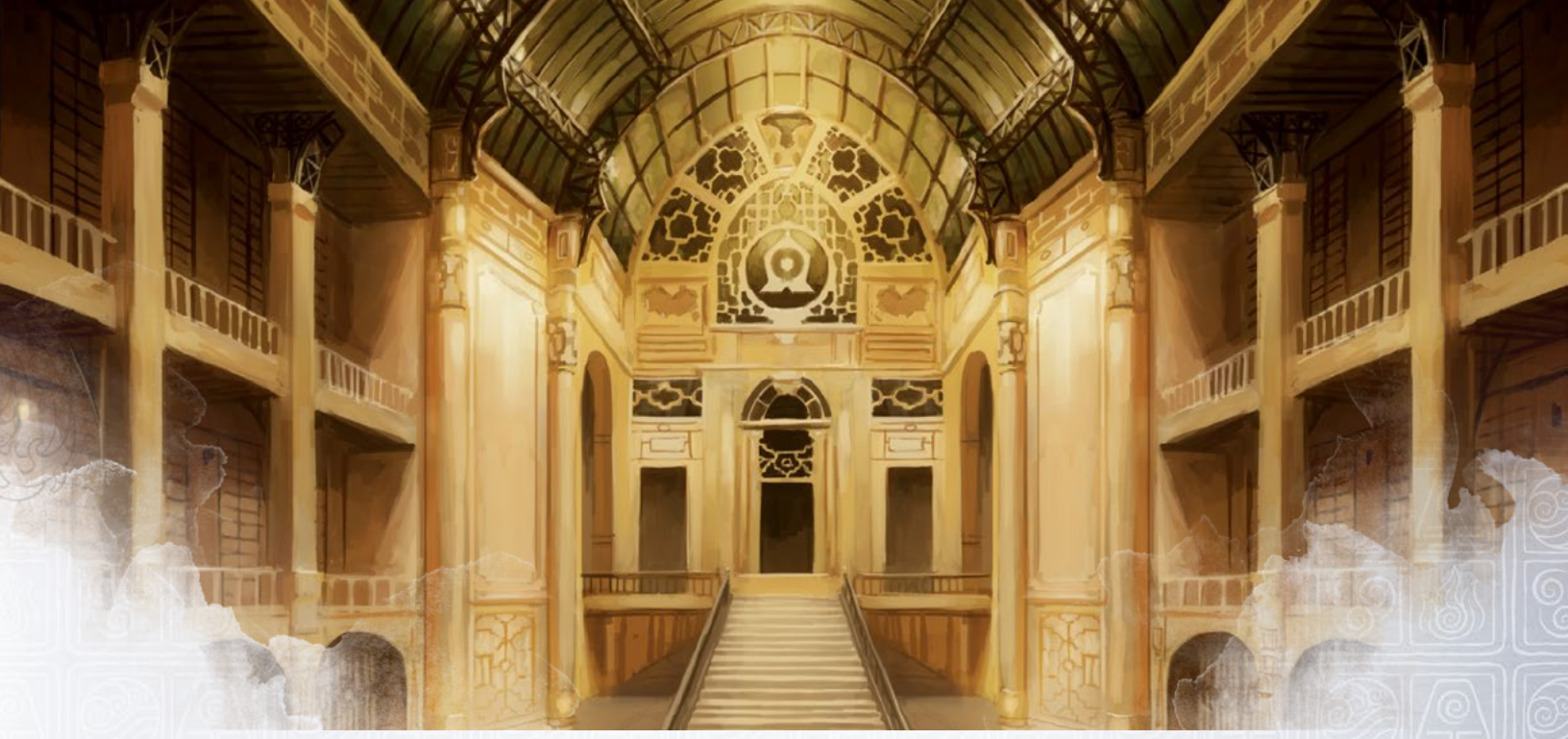
Politics

Republic City is still only a few decades old and undergoing significant changes even to this day. The city had been governed by the United Republic Council, including one councilor from each of the major nations—the Earth Kingdom, the Fire Nation, the Northern Water Tribe, the Southern Water Tribe, and the Air Nomads. But after the Equalist uprising, the council members decided to change its governing practices and instead the United Republic adopted a presidency.

President Raiko was elected the first president of the United Republic and Republic City. Raiko served until just recently; the next election occurred during Tokuga's attack, and he was defeated by Zhu Li Moon. President Moon now holds the presidency and is doing all she can to rebuild the city from the recent crises and guide it into a better future.

President Moon is the chief executive of the United Republic as a whole, occupying a position that has a significant amount of power over Republic City, as well. The city also has a mayor, but that position has usually been significantly subordinate to the council and then the president, with *de facto* expectations to simply follow the president's lead during Raiko's tenure. The current mayor of Republic City, Mayor Ailani, is not interested in such capitulation to the presidency, and she and President Moon have already begun to butt heads. In the long run Ailani has an eye on the presidency itself, but the next election won't be for several years.

In general, Republic City politics are localized; people don't have a commitment to a political party or larger institution. The citizens of Republic City are proud to vote, especially seeing as they've only had the full right to do so in the past few years. Many citizens are aware of how the laws and policies of the city ultimately impact their lives, and they keep an eye on politics so they can help enact change when needed. A growing political class, however, has demonstrated some interest in the power and games of politics disconnected from the wider interests of the citizenry; it's up to the people of the city to determine its course over the next few years, whether politics becomes a game played by a few with little connection to the rest of the city, or whether it continues to represent the interests of the people.



Crucially, the political scene in Republic City is defined by change and hope. Nothing about the city's politics has been around long enough to be especially entrenched, and many political advisers and analysts try to figure out exactly what advice and strategies work best in the new environment. New technologies play a key role as well, with some political advisers recommending ever greater theatricality and performance thanks to the advent of the radio and now movers (movies). After all, a political candidate who can appear like a larger than life hero on mover film might have a huge leg up in real political contests. Former President Raiko hosts a radio program—the Raiko Report—to take advantage of these new technologies and as a way to keep himself in the public's mind.

Moving forward, Republic City's political scene is still likely to change and adapt, both to the needs of the city and to new technologies, but always with the city's hopeful and forward-looking ethos at its heart.

Technology

Republic City is the vanguard of industrial and technological development. The diversity at the heart of the city helps new ideas grow and improve quickly, and the leaders of Republic City have always shown interest in adopting technological innovations to aid the city. From desalination technology to advanced transportation technology, Republic City adopts new technologies to improve the lives of all of its people, benders and non-benders alike. This is also one of the key sources of tension between benders and non-benders. New technologies often grant non-benders the ability to perform work normally only available to benders. The mecha tanks and suits now in use by construction companies, for example, were originally designed to allow a non-bender to battle and overwhelm benders! Some of the most recent technologies that find wide usage in Republic City exceed the capacities of even the most powerful benders.

Spirit vine energy, in particular, is a new area of contention around technological development in Republic City. Some pieces of spirit vine energy technology can be found in parts of the Earth Kingdom, but much of that technology—and an abundance of spirit vines to power it—are in confiscated Earth Empire weaponry and in the remains of the shattered Mecha Giant. Those weapons are due for decommissioning and disarmament, but not all of them have yet been defanged.

The access to all this spirit vine technology and resources means Republic City is the focal point of the greatest potential to build and research more spirit vine technology, but Avatar Korra has made clear that she opposes any such research. Furthermore, President Zhu Li Moon supports Korra with a general ban on that research. Iknik Blackstone Varrick himself, the creator of the core theories behind this technology, decided that he won't condone or conduct any such research. But none of that stops other scientists and corporate leaders from continuing to lobby and argue for conducting such research…and in the worst case scenario, they might choose to perform such research illegally however they can.

Spirit vine energy aside, Republic City has endless potential for new and incredible applications. Radio is in use across the city, and as technologists create new and better transmitters and receivers, the capacity to instantaneously speak across great distances only grows stronger. The past few years have seen all manner of new radio program, from sports announcers to music programs to radio plays to political commentary! Airships have changed the nature of travel across the world, and while air travel can still be fairly expensive, airships are only becoming more accessible. Automotive vehicles have altered transportation across the globe, and there is no greater concentration of them than in Republic City, with plenty of garage mechanics coming up with new innovations for their engines. Mecha tanks and suits, originally created entirely for battle, now find all manner of new uses throughout the city—hummingbird mecha suits alone offer the chance to construct skyscrapers with entirely new techniques!

Entertainment

Republic City hosts many examples of the oldest, most traditional entertainments from across the Four Nations. Art in all its many forms—song and dance, drawing, painting, sculpture, calligraphy—all of them have homes in Republic City. Indeed, while many of the older cities may have a claim to history and tradition in their art forms, Republic City's theaters and galleries are a new vibrant melting pot of ideas and creatvitiy. Anyone interested in art will find plenty to entertain them across the districts of Republic City, and in particular in Harmony Park (page 36). Performers from around the world have come to recognize Republic City's rising importance in art and culture, and newer performers hoping to make their mark often come to Republic City with hopes of breaking into its performing scene more easily than they might in older cities…not least because of a new form of entertainment distinctly associated with Republic City: movers.

Movers are moving pictures coupled with sound, providing the ability to record theatrical performances and then show them repeatedly. Varrick's first movers were a combination of silly adventure and propaganda, featuring *Nuktuk, Hero of the South* (as portrayed by Bolin)! But since those first movers, more enterprising filmmakers have picked up the art form, experimenting with their own methods of filming. Republic City is home to several mover theaters, dedicated buildings with screens and seating for whole crowds interested in watching the latest products from Republic City's studios. The mover industry is still fairly young, and it faces some discrimination from cultural critics, but it's only growing in popularity and shows no sign of slowing down. Other cities throughout the world now create their own movers and host their own mover theaters, but Republic City remains the home of the mover industry.

Another product of Republic City's uniquely blended culture is the advent of Pro-bending, the most popular sport in the whole city. Pro-bending requires each team to have a Waterbender, Earthbender, and Firebender, meaning it could only have become such an important part of the local culture when benders of all kinds lived closely together in harmony—and Republic City is exactly the right environment for that! After the people of the city began experimenting with Pro-bending, hosting their own leagues, it was only a matter of time before those with money took notice. Funding turned Pro-bending into an epic clash of expert benders, with matches that anyone could come and see for a small admissions fee. The stadium in Yue Bay is a massive Pro-bending arena, capable of housing a huge audience for competitions and featuring state-of-the-art technology for running the matches. Many in Republic City consider it a critical part of their weekly lives, planning their days around match schedules. Fans have strong affiliations to particular teams, to individual players, and to the sport as a whole.

The sport became more of a Republic City institution with the common advent of radio. Commentators can broadcast the events of a Pro-bending match across the entire city instantly, increasing the audience tenfold—now you only have to buy a radio set once and you can listen firsthand to every single match, no matter where you are in the city! The radio serves many functions across Republic City, from newscasting to broadcasting music and radio plays, but Pro-bending commentating programs remain some of the most listened-to in the entire city. And as with most things Pro-bending, listeners have strong opinions about which commentators they appreciate the most.

You can read more about Pro-bending on page 64.

Spirits

The newest population of Republic City is also its most distinct and diverse. Ever since UnaVaatu's attack, during which spirit vines punctured the city's infrastructure, and Avatar Korra's choice to leave open the polar Spirit Portals, spirits have become a part of the daily life of Republic City.

Then, after Kuvira's attack on the city and the inadvertent creation of a new Spirit Portal in the middle of Republic City, spirits gained even greater and easier access to Republic City. More powerful and larger spirits could easily pass through the new Spirit Portal and in turn humans could also pass through to go to the Spirit World. The Spirit Portal super-charged the conflicts and difficulties that Republic City faced between humans and spirits.

The Air Nation has taken on a significant role in keeping humanity and the spirits living in harmony with each other. In particular, the Air Nation has stewardship of the Spirit Portal and its immediate lands. They provide tours and guidance when appropriate, and they've even begun fashioning living dwellings in the area. You can read more about the Air Nation and all they do in the Spirit Wilds on page 44.

Republic City's culture of diversity and a pursuit of a better future, along with some guidance from the Air Nation, has left the city's people feeling cautiously optimistic about their relationship with the spirits. Cautious, because humans and spirits are still learning how to coexist and cooperate with one another; optimistic, because Republic City has weathered so many challenges and come out stronger, and a Republic City that has found a balance with the spirits will become an even more beautiful and wondrous place. No other city in the world has a Spirit Portal at its center, after all! In the meantime, of course, the people of Republic City can't afford to be careless and thoughtless when dealing with the spirits and spirit vines.

CHAPTER 2

THE DISTRICTS

第二章

CHAPTER 2

This chapter features ten important districts in Republic City. Each comes with a description, a central theme, important locations, important characters, and plot hooks to use in your game. These aren't all the city's districts, but they should get you well on your way to exploring countless stories in the city!

Republic City is enormous, with a huge population and countless places to visit, live, and explore. To keep it manageable, the city has been divided into individual districts—neighborhoods, communities, and areas of the city with their own distinct conflicts. Some districts play integral roles in the city's day to day operations, like the Central District where the Police Headquarters and mayor's office lie. Others, like Old Cranefish Town, are places of history and art that make Republic City the cultural hub it is today.

In this chapter you'll find ten districts to use in your game. These districts are spread across the city and can be accessed by automobile, train, or even on foot. Each of these districts exists as part of the whole city, but each is also a setting where you could tell an array of different stories through your game.

Cross-District Factions

Each district has its own unique set of challenges to overcome, and culture, thanks to the different people who populate it. However, some groups spread over the entire city, factions whose reach and power make them present in nearly any Republic City setting.

The following factions are all such groups with significant presence across the city. If you're at a loss for where to go in your story, or you need someone to intercede in an ongoing plotline, bringing in representatives from the police, the Triads, or the city as a whole is always a safe bet.

Republic City Police Department

The Republic City Police Department is comprised of competent public servants who want what is best for the city. Led by Lin Beifong, they keep the citizens of Republic City safe from all manner of threats and emergencies. Police patrol the various districts and stop day-to-day crime that could hamper citizen's lives, and they investigate dangerous, potentially explosive situations. They also are encouraged to participate as members of Republic City's communities—they live in the same places they police, after all.

Despite their best efforts, the police aren't all-knowing, and sometimes they need help! That provides heroes opportunities to help Republic City by working with the police.

Triads

Organized crime in Republic City is centered on the various Triads: syndicates that claim territory in the city and vie with each other for profit and resources. If something illegal is going on, it's likely at least one Triad knows about it. Triad members are present around Republic City in every district, and they can make dangerous foes and even temporary allies. An attack from a Triad hoping to capitalize on a complicated situation can add excitement to the game and also take the plot down an unexpected path. At the same time, a Triad might offer aid to PCs who stand a good chance of taking down one of the Triad's rivals.

Spirits

While spirits are not numerous, it's possible to see them in every district, especially where the spirit vines are thickest. Spirits don't really take part in the daily matters of the city; they have their own motivations, which rarely fall in sync with those of humanity. But their presence both makes the city unique and can lead to difficulties when humans fail to live in balance with them. When thinking about a city location, consider how the spirits exist in and have changed that location. Consider, as well, if humans' actions in the area may be affecting the spirits; rarely will the spirits ask for things or express human desires, but if human action is threatening or affecting them, they might react in unpredictable, dangerous ways that require heroes to step in.

Important Characters & Groups

Within each district section, you will find a list of important characters and groups. These are important actors within their given district, but they don't exist in a vacuum. Some appear within the text for other districts, but even if they don't, you should still assume they move around the city. For example, Varrick is a guest lecturer at Republic City University in Roku Plaza, but he's also overseeing various business ventures across the city.

Don't let the physical boundaries of the districts stop you from drawing in NPCs from other places. You can even use these characters as hooks to draw the heroes to explore the city. Perhaps the PCs have never been to Central District, but while they're on Air Temple Island, Zhu Li visits with an urgent matter for Tenzin! This is a juicy development that heroes can't pass up, and it can draw them into exploring new districts and the conflicts there.

Reading This Section

While you can definitely read through every district in this chapter, if you're short on time, pick the one or two districts that most interest you as a starting point and read those, focusing on the elements that you think are most likely to be of use in your game. Every element of the district is meant to be useful, but they don't all have to show up in every game! Each district has a lot going on, and you might not be able to use every element, especially if you are playing a one-shot or a short campaign. Focus on the aspects that stand out to you.

If you're making a PC, look for NPCs, groups, and locations you're interested in. The more you can make these elements matter to your PC directly, the better!

If you're the GM, look for plot hooks that tie into your game, and your PCs' stories. The more quickly these stories grab the interest and attention of the players at the table, the better!

In general, here are a few tips for each section of the write-ups. These tips are aimed at GMs, as they are the most likely to have to convey the full breadth of any of these districts.

Basic Description

Use this section to get a feel for the district, its general issues, its physical appearance, and its history. Don't worry about memorizing every last piece of this information. Instead, try to absorb a sense of what the place is like.

Theme

Use this section to get a sense of the thematic underpinning of most stories in the district. Not every story in the district has to tie into theme, but many will. The theme is a guide for the kinds of stories, characters, and settings you might come up with on your own, as well as a guide to the uniting idea behind all the elements provided, but you should never think of it as an absolute you must adhere to!

Important Locations

Use this section as a baseline for the most important places in the district. There are many other places to visit in the district of course, but this list is ready-made to use in your game. Use these locations to keep the district feeling alive, consistent, and established. If the players are looking for a place to visit, you can suggest one of these locations that might fit the bill.

Notable Figures and Groups

Use this section to flesh out the cast of NPCs for your game. It's especially useful for you to have these NPCs in mind during the beginning of your campaign, when players are crafting their own PCs and setting up the group's purpose. You can always provide these NPCs as suggestions to keep things tied together! What's more, if you or the other players are creating new NPCs, think about how they tie into the existing group. They might know each other, be rivals, be enemies, be friends, be family—anything that adds more texture and drama to the game!

The Districts

- **Central District**—The political hub of Republic City. Play in Central District if you want to involve yourself in the politics of the city and its police service.
- **Downtown**—The financial and technological heart of the city! Play in Downtown if you want to dabble in new cutting-edge technologies.
- **Yue Bay**—The main entrance to the city, welcoming those from all over the world! Play in Yue Bay if you want to dabble in Pro-bending or aid in the development of the Air Nation on Air Temple Island.
- **Old Cranefish Town**—The historical roots of Republic City. Play in Old Cranefish Town if you want to help preserve a piece of the city's history.
- **Harmony Park**—The city's glittering center of entertainment and fashion. Play in Harmony Park if you want to rub shoulders with the who's who of Republic City and be seen at all the right parties.
- **Roku Plaza**—The home of Republic City University and Fire Lord Zuko Library. Play in Roku Plaza if you want to help quell an upcoming Equalist threat and help shape the future minds of Republic City.
- **The Spirit Wilds**—The home of Republic City's Spirit Portal and a hub of spiritual activity. Play in the Spirit Wilds if you want to interact with spirits and work for balance between the physical world and the spirit world.
- **Green Meadows**—The prime example of an industrial district in Republic City where workers strive toward unionizing for better rights. Play in Green Meadows if you want to help fight the good fight and get workers their due.
- **Dragon Flats Borough**—The part of the city rife with Triad activity where the lines between legal and illegal are blurred. Play in the Dragon Flats if you want to get into Triad business, for better or for worse.
- **The Underground**—The tunnels deep under the city, many dug or expanded by badger-moles. Play in the Underground if you want to explore the unknown or stop illicit activities hidden from the light.

Plot Hooks

Use this section as inspiration for stories and happenings in the district that prompt the PCs to action. Don't think of all the plot hooks as happening simultaneously, all at once! Instead, focus on one plot hook at a time, something that is happening right now and demands immediate attention to avoid the worst from coming to pass.

Central District

Central District, the district containing City Hall, police headquarters, and more, is the destination for those who seek to make their own futures in Republic City's institutions. The city's political heart is a vision of the best of Republic City, a place where peace, order, and prosperity are on display, from families enjoying themselves in Avatar Korra Park to police officers reporting to their rebuilt headquarters, from the high-tech trains in Central City Station to the beautiful architecture of City Hall. The buildings in Central District show signs of the challenges the city has faced over the past few years, including spirit vines punching through streets and structures, but Central District has incorporated these new circumstances into its unique look.

The citizens of Republic City have always looked ahead to a better world, and the best of its leaders represent that spirit. They are determined to do their best for their people. They don't always agree on what the "best" looks like, of course, but their disagreements can help them find better solutions. Lately, many of their disagreements revolve around the city's relationship to its biggest corporations. The city is in debt to Future Industries, Keum Enterprises, Cabbage Corp, and Varrick Global Industries, as well as many smaller businesses. These corporate entities are crucial to helping the city rebuild, but some leaders worry that it has become too reliant on corporations…not least because President Zhu Li Moon has extensive connections to big business. The city can't rely on the corporations to bail it out again, say critics—not if it is to remain a true democracy.

Therein lies the true struggle of Central District—holding onto one's heart and the drive for good while being tempted with easy solutions. So many who enter Central District do so with the best of intentions, but too often they get mired in the difficulty of their daily decisions. Publicly, every political actor in Central says they want the same thing the citizens want: balance. But behind closed doors, the leaders who have lost their way admit they think balance is a myth, a platitude for the naive. Some who gain power and authority come to use them like cudgels, battering down opposition. Others are willing to sell out their beliefs for personal gain.

But even in the face of such corruption, there is still plenty of hope rooted in the foundations of Central District. This is a place where the politically minded work together to find their way despite massive differences and countless challenges. President Zhu Li Moon shows integrity and commitment to bettering the lives of the citizenry, and her election has allowed others with similar drives to rise to power. The path that those in Central District must walk is never easy, but it has the potential to truly help the city grow toward a sustainable and peaceful balance.

Important Locations

Central City Station

A thriving travel hub connecting the city to the Earth Kingdom

Recently renovated courtesy of Future Industries, then damaged courtesy of the Earth Empire, Central City Station is the Four Nations' busiest and most modern railroad hub. Tourists, freight, immigrants, and pilgrims visiting the Spirit Portal (page 44) arrive around the clock. Vendors sell souvenirs and necessities, as well as regional boxed snack sets that characterize busy railroad stations in the Four Nations—this one has a lot of seafood.

The regular traffic of the hub keeps it packed—those who want to get to other parts of the Earth Kingdom often come into port at Republic City and then transfer through Central City Station. With the massive traffic, however, detailed bureaucratic processes can take some time. At their worst, customs and immigration authorities can take days, and visitors might see bedraggled travelers sleeping huddled against souvenir stalls and walls.

Scammers, pickpockets, and other petty crooks have always made tidy profits at Central City Station. Triad representatives welcome new arrivals, easing their passage through the paperwork of customs with the help of a forged signature here, a few bribes there, and then settle grateful newcomers in their own territory. Of course, not all are grateful when those same reps show up at their doors later on, asking for favors in return.

City Hall

The heart of Republic City government

Originally built to accommodate the now-defunct United Republic Council, City Hall is an imposing palace built in Aang Era-Earth Kingdom style: alabaster stone walls and regal golden hip-and-gable roofs. Since its construction, it has been "renovated"—a massive spirit vine tree erupted from the building's cellar, and outside of the building its branches reach skyward through the building's green jade central dome. Inside, trunks and vines pierce through the administrative and political offices, meeting rooms, and ballrooms, including the offices of both President Zhu Li Moon and Mayor Ailani.

While democratic elections are relatively new, most everyone who can vote in Republic City's elections does so. Raucous celebration follows polls closing—a sign of Republic City's pride in their burgeoning traditions. In turn, voters engage vociferously with politicians. City Hall is packed with community representatives, lobbyists, Triad representatives, and CEOs seeking audiences with the mayor, president, or other functionaries.

Police Headquarters

Home to the Republic City Police and the elite metalbending protectors

The statue of an armored Toph Beifong standing outside Police Headquarters is a monument to its founder's successes. Among her many accomplishments—including introducing metalbending to the world, both as a prodigy and as a teacher—she founded Republic City's metalbending police unit and won them a reputation for professionalism and training the equal of any across the Four Nations. Republic City certainly has its fair share of crime—the Triads in particular, have waxed and waned across the city's history—but the police department Toph built remains one of the strongest forces for good in the city.

Police Headquarters is a tiny city unto itself. It houses Lin's offices, a cadet training facility, holding cells and interrogation chambers, evidence lockers, forensics labs, and a cafeteria and sleeping barracks for officers working late. The building was significantly damaged in Kuvira's attack, and the whole police department had to set up temporary headquarters for some time. Fortunately, repairs on this building are a priority, and the police service is moving back in—although the extent of repairs means the facility still faces problems in its operations, from missing or broken equipment to unstable walls and windows.

The police service itself is undergoing a shift in mindset due to the events of the past few years. It was never intended to be the city's frontline defense against a full invasion—that's supposed to be the remit of the United Republic military—but after Amon, UnaVaatu, Kuvira, and Tokuga, the police service is looking to improve its ability to respond to massive, overwhelming threats. In particular, Captain Zhong has begun to petition for many more mecha suits to add to their arsenals. Mecha suit–equipped officers would be that much safer and more capable of stopping dangerous foes quickly, they argue. But for some, the idea of Republic City police officers patrolling in mecha suits feels tantamount to being occupied by an army.

Avatar Korra Park

The largest park in Republic City

It's officially named Avatar Korra Park, but if you ask anyone in Republic City, it's just "the park." Only tourists say the whole name. This sprawling, verdant commons boasts public lawns and gardens, streams, statuary, training grounds, barbecue pits, athletic fields, and any number of free or low-cost activities open to all: self-defense and dance classes, theater performances, junior league Pro-bending, Pai Sho tournaments, even historical reenactors. If you're lucky, you might see Asami Sato and Avatar Korra strolling along hand in hand by the lake in the park.

Recently, the Wandering Mask Troupe, a group of plucky actors from all over the Four Nations, have been performing in the park! The troupe isn't afraid to push boundaries for their art, and that boldness has landed them in trouble more than a few times. Currently they run two performances in the park: a scathing review of Zhu Li's rise to office; and a poorly veiled parody performance of the Triple Threat Triad's recent activity, called *The Spirit and the Triad*. The performances have drawn large crowds to the park, but also a few unsavory sorts who are unhappy with one of the troupe's messages.

Theme

The Temptations of Wielding Power

Republic City's leaders hold some of the world's greatest economic, political, and social influence, and in turn, they face some of the world's greatest problems. How do they help their people and their city while keeping true to their own ethics and beliefs? How do they listen to each other while holding steady? How do they avoid the temptation to give in to easy solutions and fast answers?

The city's leadership must make hard choices regularly, with high stakes. Those leaders need creative and compelling solutions, inspiring messages, and ironclad commitment to their ideals to motivate and connect with the people of Republic City. And all the while, they are dealing with the practical concerns of their duties, managing the city's treasury, keeping their constituents happy enough to reelect them, and so on. But perhaps a lobbyist offers them a lot of money, if only they'll enact some small change to the law. Perhaps a Triad is willing to make a political opponent back off, freeing the leader up to pursue their true goals in exchange for some unnamed favor down the line. A leader might make a compromise with the best of intentions, and it might turn out perfectly...but if the leader isn't careful, each compromise makes the next one that much easier to accept.

Then there are those who don't have good intentions, who rise in unjust systems because they only want fame, money, or power. Republic City is full of people striving to make the city better, lending a hand to their fellow citizens, and truly caring about what is right...but all it takes is one leader willing to compromise to cause all manner of trouble for the city.

GM Moves:

- *Demand answers by worried constituents*
- *Promote a leader with dangerous ideals*
- *Burden those who seek balance with incredible responsibility*

Notable Figures and Groups

President Zhu Li Moon

President of the United Republic and hero

Zhu Li's presidential campaign centered on unity and compassion as the keys to a future for all of Republic City. Her idealism now faces the realities of her constituency: a city damaged and recovering, with an evacuee housing dilemma, a new Spirit Portal, and a mayor who thinks Zhu Li is a technocratic corporate shill.

While her will to do good is unflagging, Zhu Li has hard choices ahead. She needs to decide where to allocate the government's limited human and financial resources, at a time when help is needed by both a rebuilding city and its displaced citizens. If she could just get more funds for the city, she could solve some of the problems facing her. She has strong ties to Varrick Global Industries—after all, Varrick is her husband!—but she can't just seek cash from that company without raising ethical questions. Other companies might be an option, but that still risks making Zhu Li appear too pro-corporation and puts the city even further into debt to those companies.

With Mayor Ailani spreading distrust for President Moon's administration from day one, Zhu Li needs allies. Her recent marriage to Varrick brings her comfort when she isn't rescuing him from another mess. Her aide Bolin's cheerful disposition and social graces have been helpful as well. Zhu Li is particularly interested in altruistic companions with skills and goals aligned with her own humanitarian projects, and she will welcome aid from heroes who can call on money, favors, or friends the government can't employ or afford.

Lin Beifong

Metalbeding Chief of Police

After the Triple Threat Triad's attempt to take over Republic City ended, Lin Beifong was looking forward to getting back to serving her community and keeping the peace, without worrying about city-wide poison attacks, invasions from nascent empires, hyper-competent criminal ideologues, or dangerous uprisings. But the police department she leads faces its own string of problems, including a shoestring budget, Triads seizing new territory, and factionalism within her own organization. She wishes she could stay out of politics, but right now the politics are coming from inside Police Headquarters.

Lin's instincts tell her to push back harder on anarchist agitators and Triad bosses, but her resources are waning. Recently, a subordinate with eyes on her position, Officer Xiaobo (page 134), has been throwing around accusations that she's weak on crime, and Lin is no longer sure which of her subordinates she can trust. She needs some new allies to help her maintain law, order, and her own position.

The police chief's experiences with her own family in Zaofu reminded her that sometimes doing things someone else's way can work out for the better. In particular, she's decided that finding or training reliable comrades and subordinates, like Detective Mako, is crucial to the police service's survival right now. She's willing to work with heroes who put in the hard work of maintaining order in the city and are interested in rooting out corruption wherever it lies.

Bolin

Former mover star, master Earthbender, and presidential aide

In his current job as a presidential aide, Bolin is as much a press secretary as a personal secretary. When aggressive reporters, overzealous supporters, angry protesters, or even Triad toughs show up at City Hall, Bolin draws on his extensive experience to charm the visitors and smooth political inroads for Zhu Li.

Bolin volunteered to be a presidential aide, and as good as he is at his job, it stresses him out. Press coverage has grown far more favorable, and objects thrown at the president have declined 56 percent compared to the Raiko administration. Still, he can't shake the uncomfortable certainty that, in politics, it's impossible to get everyone to like him and his friends.

The Earthbender has taken it upon himself to mend fences between President Moon and Mayor Ailani. He likes and respects both leaders and their ideals, and he thinks Republic City would be better off if they worked together. But he feels like he's the only one who thinks it's possible, and he could use some help. The heroes who most interest Bolin remind him of how he and his friends were before, of the times when he could throw a big rock at his problems instead of convincing his problems to attend a fundraising gala.

Mako

Master Firebender and police detective

Mako has come far from his beginnings as an urchin and even as a Pro-bender. Working as a police detective is his most fulfilling job yet, making ideal use of his personality and skills, with a modest salary that's still beyond anything he dreamed of when he was younger. But even now, it isn't easy. The Triads are still strong and active throughout the city. Mako knows he might have to work with someone as intimidating as Creeping Crystal Triad leader Jargala Omo again to take down greater threats.

Mako is the consummate detective and lives on information. Companions who provide privileged intel on criminal or military threats can expect him to return the favor. He automatically warms to kids from rough-and-tumble backgrounds—but keep in mind, he knows most of their tricks.

Mayor Ailani

Populist mayor of Republic City

The daughter of Foggy Swamp immigrants, Ailani grew up adapting traditional waterbending to grow crops in urban environments. She saw firsthand how these community gardens sustained public health when rapid development and industrialization complicated access to fresh produce or medicinal herbs. She quickly earned the fondness of her fellow citizens throughout the city, and they encouraged her to run for public office.

Historically, the position of mayor of Republic City was a cushy job for a smiling face who shook hands and cut ribbons while the United Republic Council (and now the presidency) held real power. Ailani was and is still determined to change that.

When the dust settled in the last election, Ailani was the clear victor. She had successfully garnered popular support from across Republic City by establishing herself as just another citizen, without wealth or long-standing political connections. In particular, Ailani promised real changes, changes in opposition to the interests then-President Raiko represented. Despite extensive popular support, Ailani came to office without allies in the political establishment. As a result, she knows she has to maintain her popular support to survive and has sometimes adjusted her beliefs to maintain that support.

An outspoken critic of corporate influence on government, she butts heads with both former President Raiko and current President Moon, whom she accuses of being too close to corporate interests. In particular, Zhu Li and Ailani tend to clash whenever public support is at stake—Ailani is always in favor of whatever move will keep her in line with the popular option, even when Zhu Li is convinced that it will do more harm than good.

Ailani is looking for allies who share her anti-establishment views. The more chaotic and confrontational their energy, the more interested in them Ailani is, even if she's the target of that energy.

The Wandering Mask Troupe

Nomadic group of skilled actors

The Wandering Mask Troupe is a group of skilled actors from all over the Four Nations. They pride themselves on their uncompromising satirical art. That also means they're unwelcome in more than a few municipalities, thanks to performances they've put on about local leaders and celebrities. One such performance, *Hou-Ting's Hat*, was so cutting that they couldn't even find a venue to host them in the gigantic city of Ba Sing Se. However, the Wandering Mask Troupe has found a good home in Republic City. With its foundations in free speech and international celebration, the city is the perfect place for the troupe to grow some roots and continue to perfect their art.

The Wandering Mask Troupe is led by the elderly Wahyu, an actor by trade and the troupe's director by default. Wahyu grew up in the Fire Nation, the son of political activists who spent a portion of his childhood in jail for speaking out against Fire Lord Ozai. He's a strong-willed proponent of free speech and weaves these beliefs into each play he directs, whether people like it or not. The troupe has won renown (and infamy) all over the Four Nations and has quite a few contacts around the world. Heroes looking for allies who know international goings-on need look no further than Wahyu and his troupe.

Plot Hooks

The Raiko Report

After a tumultuous term as president, wouldn't Raiko be kicking back and relaxing out of the spotlight? Not entirely. The radio talk show he and his wife, Buttercup, have started is wildly popular, covering politics, scandal, and high-society news—but mostly politics. While they describe their show's outlook as "even-handed and fair-minded," the guests they interview and the topics they explore tend to be pretty negative about Chief Beifong and President Moon, and even more negative about Mayor Ailani.

These days, when you hear a political argument on the streets of Republic City, odds are good that an episode of the Raiko Report was behind it. Presidential and mayoral policies mandate that no government employee appear on the show, especially after Prince Wu's disastrous interview. Nonetheless, Raiko keeps sharing confidential secrets on air from an anonymous "trusted source" within City Hall, and no one is sure who it is.

While she searches for the leak, President Moon has tasked Bolin with planning to counter the ongoing headache Raiko causes. No one listens to the government-sponsored radio channel—is there some way Bolin can make it more interesting, maybe with the right host or the right guests? Or will someone have to bite the bullet and go on Raiko's show themself?

What's at Play in the Park

The Wandering Mask Troupe have two shows in Avatar Korra Park: one criticizing Zhu Li's rise to power and her connections to corporations, and one about the Triple Threat Triad. While the play about Zhu Li is a straightforward, somber play with clear criticism on her leadership, the play about the Triple Threats—*The Spirit and the Triad*—deals heavily in symbolism and allegory, skating the line between metaphor and straightforward insults. Ultimately, it isn't very hard for most viewers to figure out whom *The Spirit and the Triad* is actually about.

Recently, the Wandering Mask Troupe have begun seeing cloaked figures watching their plays from afar. The first time these visitors showed up coincided with a visit from Bolin, personal aide to Zhu Li, who wanted to see the play for himself. While he didn't agree with everything that was said, he deemed the show harmless and left... but then, the figures began showing up and people attending the performances began reporting muggings and harassment on their way home. No one's seen the faces of these cloaked attackers, but word is getting around that the shows in the park are unsafe for visitors. Wahyu, the leader of the Wandering Mask Troupe, knows something is amiss but hasn't yet identified the Triad.

The shadowy assailants are, in fact, none other than scattered and angry Triple Threat Triad members scoping out the play. After discovering the play was about them, many of the rank-and-file members of the leaderless Triad decided to shut it down for good. Harassing visitors was just a bit of fun, and since there's been no retaliation from the troupe, the Triple Threats know they have an easy target—and a way to prove the ferocity of the Triple Threats once more. Once they figure out the comings and goings of the troupe, they plan to attack the show and make the Wandering Mask Troupe pay for their insolence, unless someone stops them first!

Downtown

Downtown embodies Republic City's adventurous and scientific spirit—a place of towers and busy streets where corporate leaders and scientists chart new paths into the future. The district stands atop deposits of ancient mica schist, which early construction crews used to anchor some of the first high-rise buildings. Now, a forest of skyscrapers looms over the rest of the city from Downtown. A few of these are hotels or apartments, but the best-known towers are headquarters to businesses of various sizes. The five largest corporations headquartered in Downtown are Varrick Global Industries, Future Industries, Keum Enterprises, Cabbage Corp, and the San Ho Consortium, with fast-growing startups like Dyo Motors seeking their own Downtown headquarters as well.

Each company has its own corporate culture, specialty, and reputation. Varrick Global Industries is a wild card like its volatile leader, Iknik Blackstone Varrick. Asami Sato has restored Future Industries' reputation after Hiroshi Sato supported Amon's attack, and it has come to specialize in high-end, cutting-edge, and luxury technology. Cabbage Corp is the opposite of Future Industries, cutting every corner available to create cheap, accessible machines that everyone can use (at least until they fall apart). Keum Enterprises occupies a middle ground between the others, with a balanced portfolio based in real estate. The San Ho Consortium (see **Wan Shi Tong's Adventure Guide**, page 168) and Dyo Motors are still building their reputations, but San Ho's criminal connections and Dyo's controversial founder may propel them to infamy before long.

Some fear these corporations reenacting past eras' international conflicts in new robes. But where those eras turned to warfare to continue politics by other means, the new corporations tend to wage wars with information and secrets; any battles they fight are more likely to happen in the shadows.

Espionage is a crucial part of how Downtown operates. It's standard operating procedure for corporations to maintain paid informants in other organizations. Spies and infiltrators slip in among cafeteria, janitorial, or delivery staff to listen for valuable secrets; they later sell those secrets to other companies or to information brokers in the Tea Market's shadows.

The technological progress and acumen exemplified by the corporations of Republic City have changed the world and made possible so many new, amazing things. But if these corporate titans aren't ready to keep their companies in check between need and greed, between progress and sense, the balance of the district could be in jeopardy.

Important Locations

The Yasuko Sato Building

Home of the illustrious Future Industries

Yasuko Sato—successful architect, mother of Asami Sato, and wife of Hiroshi Sato—designed the headquarters of Future Industries before her death. Hiroshi Sato had the structure built exactly to her specs, and the building is a masterpiece of innovation and artistry that has weathered recent cataclysms and spirit vine proliferation better than any other structure downtown. This building contains Asami Sato's main office, the workplaces of most of Future Industries's office workers, and some of the less space-intensive research and development laboratories.

As impressive as the Yasuko Building is, it's emptier these days than it was in Hiroshi's day. The United Republic's stressed treasury means Future Industries hasn't actually gotten paid for much of the work it has done building and rebuilding the city. Asami wants to give the government extra time to pay the bill, but in the meantime, Future Industries itself faces dwindling cash reserves.

Many Future Industries workers were furloughed or laid off during the past year. Others have been poached by Keum Enterprises, the San Ho Consortium, or Dyo Motors—and even by Cabbage Corp! Future Industries still has the best industrial production facilities in the United Republic and the most advanced technology on the market. But without an influx of yuan, the company may need to undergo major restructuring.

Tea Market

A place for a good cup of tea and lots of gossip

Nestled amid the skyscrapers in Downtown's heart, a sprawling bazaar of stalls and shacks hunch under canvas canopies. Here, where wood, paper, and brick replace concrete and steel, corporate workers find lunch-hour respite from job stresses. The tea is very strong; the food is diverse, reliable, and kind of overpriced if you don't know where to go.

Not everyone in the Tea Market comes for a break from work, though. Many company workers have side hustles selling and trading business secrets to other companies, reporters, or even Triad agents in disguise. Several stall owners take income as information brokers in their own right.

Several companies have started their own in-house cafeterias in hopes of luring employees away from the operational-security disaster that is the Tea Market, but everyone knows the Tea Market food is better. It's just a matter of time before some slighted executive decides to take revenge upon the Tea Market.

Cabbage Corp Headquarters

Home of Cabbage Corp

During the Aang Era, an Earth Kingdom–based vegetable merchant founded Cabbage Corp, dedicated to selling consumer and commercial machinery (and also cabbages) at affordable prices. By design, the quality and costs of this company's products are lower than at Future Industries. The company markets to the average consumer in the city, which means their products are affordable, but lower-quality and less durable.

Like many of Republic City's largest structures, the company's skyscraper has seen better days, having sustained significant damage during Harmonic Convergence and the Earth Empire attack. However, the company is flush with cash. The founding cabbage merchant was paranoid about the threats that natural disasters and the authorities (or globetrotting children and their sky bison) might present. He invested in extremely thorough insurance policies that, somehow, predicted nearly every bad thing that happened to Cabbage Corp the past few years.

Cabbage Corp now owns a lot of half-wrecked buildings and factories in town, including its own headquarters, as well as extensive farmland throughout the Earth Kingdom. Cabbage Corp's cash reserves, though, are staggering. While vice president Pakuk oversees repairs and renovations to their headquarters, the company as a whole rebuilds their physical production capabilities, in particular their ability to churn out ever-greater quantities of their own automobile design. They also have the wherewithal to act as a kind of venture capital firm, playing kingmaker among smaller businesses and startups.

Four Nations Hall

Home of the Four Nations Festival

The Four Nations Hall was assembled by several major corporations looking to show off their own technological inventions and do some good for the city some years back. Now, after the recent attacks, a similar coalition of corporations has poured money into the Hall to repair it and host new events. The Hall itself is an expansive structure close to the Tea Market.

The Hall's inaugural event years ago was the Four Nations Fair, an exhibition that invited people from across the globe to display cultural or industrial marvels to the public. Now, the Four Nations Fair has returned, with whole sections showing off the developments of major corporations instead of just focusing on the nations. The hall is full of advanced wonders: new designs for mecha, aircraft, and automobiles; new ways of producing and processing power; new ways to grow crops within Republic City, building off the work of Mayor Ailani (see page 23); and new communications devices like longer-range radios.

Many voices throughout the city have already spoken against the Four Nations Fair, for pouring money into an exhibition geared toward profit instead of into repairing the city and helping to house the evacuees…but all of those conversations fell by the wayside when Samnang, CEO of Dyo Motors, proposed including a new spirit vine energy exhibit sponsored by his company. Avatar Korra and her allies were immediately against any such demonstration, and Samnang gave in…but he is still looking for a way to slip spirit vine energy into the exhibition to help his company earn the right to legally continue their research.

Theme

The Hunger for Advancement

Republic City is a place where many different minds and cultures meet and share with each other; those meetings, coupled with a healthy curiosity and willingness to explore, lead to technological, social, and artistic progress. But the United Republic as a whole is still young, and the massive changes it has helped support in such a short time continue to have countless expected and unexpected repercussions. Some argue that Kuvira's Earth Empire, with its mecha suits and its spirit vine energy weapon, arose as a direct result of the very technological innovation championed in Republic City.

A new generation of technological futurists argues that high technological development upsets the status quo of benders and aristocrats, empowering the common people—after all, a modern citizen of Republic City can have clean water piped into their room, heatless lights shining through the night, and even automatic breezes generated by electric fans. However, any time a new technology arrives, its effects can't be predicted, especially not when the rich or powerful are more willing to sell it—as much and as quickly as possible—instead of applying it responsibly. Varrick himself has changed his tune in this respect over the years, and while he's far from "restrained," he is no longer committed to a mindset of progress at all costs.

The hunger for progress, to move forward, to change things and grow and leave the past behind, continues to provide new wonders and new problems. The leaders and people of the city hold the ultimate responsibility to balance this hunger with restraint, caution, and care, especially on behalf of those who can't defend themselves from the wildest changes. It will be up to Republic City's own people to make sure that their progress is for the best and that everyone shares in the benefits.

GM Moves:

- *Present a new, more efficient, and effective version of something*
- *Reveal the consequences of a technological advancement*
- *Solve a problem with a wildly innovative untested technology*

Notable Figures and Groups

Asami Sato

Owner of Future Industries and brilliant technologist

Asami Sato may be the single most influential private citizen in Republic City right now. After repeatedly saving the world alongside her girlfriend, Avatar Korra, and guiding Future Industries from scandal and insolvency back into rebuilding Republic City and thriving, Asami represents the promise of industry fulfilled.

If only that meant her company was financially solvent! With Republic City unable to pay its debts to Future Industries in full, the company doesn't have the cash to pour into new large-scale projects. She's had to lay off or furlough many of her employees, and she herself hasn't drawn a salary since she got the company back from Varrick. She definitely hasn't received any return on investment for the personal fortune she's invested in keeping the company afloat.

With far too much corporate competition, Asami needs to meet potential customers and clients, especially if they come from outside the United Republic. Companions with powerful connections in the Earth Kingdom, Fire Nation, or Water Tribes may find Asami eager to work with them to find new, worthy funders and projects for Future Industries.

Moreover, having lost many employees to layoffs or corporate competitors poaching them, Future Industries is hiring. Multitalented heroes with business and technical know-how who can fill multiple roles in a complex corporation are in particular demand. The work will certainly be interesting and challenging; Asami can promise that!

Lau Gan-Lan

The Head of Cabbage Corp

Lau Gan-Lan is the son of the cabbage merchant who founded Cabbage Corp, a venerable corporation dedicated to selling high technology at the cheapest prices. He's been through a lot lately! He was framed then exonerated for arming the Equalists. Republic City's many recent cataclysms then devastated Cabbage Corp's properties, though his father's extensive insurance policies have left Cabbage Corp with an abundance of cash.

As the slow, slow rebuilding process continues, Lau now looks to smaller companies and startups that could use cash investment, seeking either to invest in them or purchase them as Cabbage Corp subsidiaries. This situation is a particularly ripe opportunity for heroes with independent ambitions in business.

In particular, Lau is looking to shift the company's reputation a bit. If Cabbage Corp can become the leader in some form of technology, instead of just the cheaper option, then it could rake in profits from selling a quality unique product, and it could still provide a cheaper option in many other markets!

But what kind of technology could Cabbage Corp corner? What could it become the leader on? Lau doesn't have an answer yet…but he's willing to pay handsomely to anyone who does! Lau has single-handedly become one of the most significant sources of bribes for corporate espionage in all of Downtown. He's paying everyone he can for secrets on the research any other company is funding, all in hopes of scooping them and beating them to the next big discovery. And he's not particularly worried about safety or restraint; if he caught a whiff of something that might be a paradigm-shifting technology, he'd be willing to do whatever it took to get his hands on it.

Wonyong Keum

A company head trying to right past wrongs

Wonyong Keum, founder and head of Keum Enterprises, owns what is currently Republic City's most secure and least embattled company. Even after ceding the land around the Spirit Portal to the Air Nation, Keum Enterprises has more cash on hand than Future Industries, more functional facilities than Cabbage Corp, fewer criminal entanglements than the San Ho Consortium, and fewer Varricks than Varrick Global Industries.

Keum Enterprises has a pretty diversified portfolio of business interests, but one of the most significant is land ownership. Recent cataclysms have done significant damage to Wonyong Keum's properties, but by the same token, they've also made him the owner of a great deal of spirit vines. Keum Enterprises had begun to build a research and development facility to discover civilian uses for spirit vine energy before pushback from President Zhu Li Moon and Avatar Korra led Wonyong Keum to halt those plans. Keum is now participating in negotiations with the government, promising them the greatest of controls and restrictions on the research to ensure no one and nothing is harmed. Many of the other major corporate interests of Republic City are trying to gain insight on what kind of research his company has done or is doing.

Wonyong Keum is looking to hire technologists and workers with wisdom about the use of spirit vines, as well as martially talented individuals to help protect Keum Industries research laboratories from any kind of espionage or sabotage.

Gantulga

An influential peddler of secrets

Gantulga runs the most popular tea stand in the Tea Market, which they inherited from their now-retired parents. It's centrally located and serves a wide variety of teas and herbal infusions from across the world. Gantulga's tea and snacks are excellent and are cheaper than many in the notoriously overpriced Tea Market—perhaps because they make most of their money from their other business: secrets. Gantulga genuinely loves gossip. They'll be the first to tell you that gossip is the common folk's first line of defense against the rich and powerful.

While Gantulga may seem loose-lipped, their demeanor is a calculated veneer. When it comes to serious secrets they come across in their work as an information broker, they're much more careful and parsimonious about what they say and to whom. If you want to leak some information quietly, learn privileged data, or even find out who's been snitching on you, Gantulga can help, but not for cheap.

Gantulga wants to talk to anyone and everyone who seems well connected or important, and their intuition will lead them to any and every person with something interesting to share…or who might one day be able to provide something of use. Heroes who wander through their tea garden find Gantulga grinning and pushing a bowl of tea into their hand, chatting them up in hopes that they'll reveal something important

Samnang

The Dyo Motors CEO with bad intentions

If you ask most people in Republic City, Samnang is the most eligible bachelor and the most principled businessman in town. In a time when mecha have a lot of violent associations, Samnang started up Dyo Motors, a mecha construction company pioneering new means of motor control and movement. Dyo Motors is focused on civilian applications of the mecha concept: mobility aids and prosthetics, construction equipment, and transport vehicles optimized for rough and broken terrain that precludes Satomobiles. In his frequent newspaper op-eds and radio interviews, Samnang explains that he's not like other rich industrialists. Instead, he's a man of the people, creating technology to help rather than harm and treating his workers with dignity and respect. Sure, Dyo Motors has begun to sell designs to the police and the military, but that's to be expected after Kuvira's and Tokuga's attacks.

In reality, Samnang is, at best, misleading the people or, at worst, lying. While he says he pulled himself up by his bootstraps, his parents were rich landlords who built their fortune exploiting tenant farmers before selling their land to a growing Republic City for a handsome payout. He founded his company using his inheritance, and he uses coercive contracts, armies of lawyers, and intimidation to conceal the way he exploits and mistreats his workers. He's perfectly happy to start selling his company's designs to the military or the police—that's where the real money is, he believes. He's hopeful his current interests in exploring spirit vine energy will provide Dyo Motors with even more lucrative designs, both civilian and military.

Any hero with technical expertise could find themselves wooed by Samnang, who has an uncanny ability to wow people with gifts, flattery, or promises of a better work environment.

Plot Hooks

An Offer You Can't Refuse

The Triads of Republic City are becoming more sophisticated over time, exhibiting their own kind of "progress." They've come to learn the sheer value of corporate secrets. Some businesses will take money from anyone, and if they have some good tips, they can easily triple or quadruple that money. And that's leaving out the possibilities of simple blackmail and extortion. So, it's no wonder that they've been turning their attention upon the Tea Market and its secrets. In particular, Gantulga's stand seems ripe for "hostile takeover."

Gantulga hasn't worried much about external pressure before—they were always willing to sell equally to all parties, and their rates were fair for the information they shared. A tacit truce always left the Tea Market information brokers free from coercion by their customers—after all, if one customer threatened the Tea Market information stream, the other customers could step in to protect their own interests. But now, some of the Triads are growing more brazen and are willing to act, in particular by isolating their targets. Gantulga has received ultimatums from the Creeping Crystals, the Agni Kais, the Terra Triad, and even the remnants of the Triple Threats to agree to join their organization, providing them exclusive access to their secrets in exchange for protection. The old ploy of counting on the other Triads banding together to stop the aggressor won't work if a fight between all of them levels the entire Tea Market!

Gantulga can't exactly go to the police—it's not like their whole information brokering business is legal. They desperately need someone to help them find a way out of this intact!

Spirit Vine Energy at the Four Nations Hall

One day, during a big presentation at the Four Nations Hall, Samnang and Dyo Motors reveal something they've been working on—a portable, safe spirit vine battery, usable in mecha and in automobiles. As Samnang explains in his presentation, he can't definitively prove the efficacy of the battery without a very "special" section of spirit vine. But all the math and research they have performed indicates it should work, and if it does, it could revolutionize energy across Republic City...or so he says!

The truth is more complicated. Samnang knows the battery won't work. He's simply trying to be provocative and create public support for spirit vine energy by promising how incredibly and wonderfully it would improve life in the city. What's more, if Dyo Motors can look like the leading researcher in spirit vine energy, all the better!

But the other corporations don't know that Samnang is bluffing, and neither do the corporate spies or saboteurs! A whole team of ex-Triad operatives led by Fukyo, a Firebender from the Agni Kais, are planning to steal into the Four Nations Hall at night and steal the battery from the Dyo Motors display. Then they can sell it to whomever is interested! Samnang wouldn't even be upset—the theft would only "prove" that the battery was worth stealing, without requiring Samnang to ever actually use it...but whoever then buys the battery might try to use it and cause a real embarrassment for Samnang, likely causing his stock shares to tank! The Four Nations Hall has Republic City police for security, but if some heroes were to hear news of the upcoming heist, perhaps they could intervene and even expose Samnang's deception.

Yue Bay

Yue Bay's glittering waves, handsome ships, and the proud statue of Avatar Aang that towers over the harbor represent the constant underlying dream of an ever-better future that drives all of Republic City. As a district, Yue Bay is one of the most diverse regions in an already diverse city, directly embodying the exact kind of new and better world its people hope for. Ships from across the Four Nations carry people, goods, and ideas here, and return carrying Republic City's offerings back to other ports.

Of all the districts, the Bay may have suffered the least serious harm in the recent cataclysms. Nowadays, it often feels the safest as well. United Forces Navy ships and aircraft project strength and security. Some of the city's most powerful defenders, including the airbending master Tenzin, decorated General Iroh, and the veteran commander-turned-Airbender Bumi, make their homes in the Bay. Under the watchful eye of Pema, itinerant Airbenders travel to and from Air Temple Island, committed to the Air Nation's mission to offer aid and comfort to the world.

The harbor isn't free from danger, though. Canny criminals and pirates work the Pro-Bending Arena and the docks. Any slick character in a sharp suit might be on their way to fix a Pro-bending match or shake down a merchant for a cut of their shipping profits You never know which legitimate trading vessel is going to hoist the black flag as soon as it's out of sight of the Navy Barracks. The renovated Golden Temple Pro-Bending Arena looks great, but it was only a few years ago that the Equalists terrorized the arena, and Varrick tried to kidnap President Raiko in a false-flag attack.

Other conflicts aren't so obvious. From his offices, General Iroh of the United Forces helps plan defense and protection of the city, but he worries that Yue Bay's commanding officer, Commander Doji, and others like him, are pushing xenophobic policies. The Air Nation continues to grow and plan its good works throughout the world, but it is stretched in ever more directions. Pro-bending stands as one of Republic City's most distinct cultural elements, but the Triads turn their hungry gaze toward the arena with more plans to capitalize on matches.

Yue Bay is defined by these juxtaposed facets. Everyone in Republic City eventually has a reason to visit this district, whether it's to welcome a visiting relative, attend a Pro-bending match, or just get lost in the crowd. Air Temple Island, is home to Tenzin and his family, and it's a frequent stop for Avatar Korra and her companions; in short, it's a great place to meet iconic pillars of Republic City. On the evening of a Pro-bending match the district comes alive with noise and light, but standing on the docks a little past midnight, when the breeze blows across the water, you'll feel a sense of peace and brimming potential.

Important Locations

Port of Republic City

The largest port in Republic City

The seaport has weathered recent physical cataclysms fairly well. Thankfully, the attack of UnaVaatu in the bay didn't cause irreparable damage. Residents attribute this endurance to its construction; it was built to withstand natural disasters like typhoons, tsunamis, and hurricanes. Some who are well-versed in history attribute its fortitude to the enduring protection of the spirit called Lady Tienhai.

Cargo, immigrants, refugees, tourists, and military vessels sail in and out of Republic City every day. During the anarchy that followed Earth Queen Hou-Ting's death, sea travel grew in popularity as a safer way to move large masses of people or goods without running afoul of bandit armies or the new Earth Empire. Yue Bay absorbed much of that traffic; the influx of other people and cultures through the Bay accounts for much of its variety.

Even within the harbor's safety, the Triads jockey for control over this dock or that industry, forcing fishing boats or shipping companies into protection rackets, or luring desperate refugees into exploitative jobs. They have even been known to launch their own ships to hijack valuable cargo just outside the United Republic's maritime borders.

Pro-Bending Arena

Home of the most exciting sport in the Four Nations!

In Republic City, Pro-bending isn't just a sport or an industry. It's an essential source of hope and pure joy. Fan clubs for popular teams, even those from faraway regions, have thousands of supporters and provide crucial community to countless fans. The golden exterior of the Pro-Bending Arena—nicknamed the Golden Temple—is a testament to the importance of the sport, in which teams of three benders (earth, fire, and water) battle one another for control of a playing field. Radio broadcasts keep fans who cannot attend apprised of how a match is going.

A substantial part of Yue Bay's economy revolves around attracting, entertaining, and feeding Pro-bending fans. The arena also hosts other public events. Mover premieres, concerts, and high-profile dance and theater performances sometimes use the arena on nights when elements aren't flying. Even citizens who think they're above watching what they deride as "sport-bending" might find themselves there for the Zaofu Metalbending Dancers.

You can read more about mechanically incorporating Pro-bending into your game on page 67.

United Forces Navy Barracks

A naval base for the United Republic's navy

The United Forces Navy Barracks is more than just a barracks. It's the main naval base for the United Republic's navy. Many United Republic ships dock here, and the Barracks has substantial ship-building and repair facilities. While recruit training mostly occurs on the more spacious Natsuo Island facility, the officers' academy and command centers are part of the Barracks here in Yue Bay. Retired Commander Bumi and General Iroh each teach a class or two most semesters. Besides all the academic facilities, there's the barracks proper, which hosts a permanent garrison of United Republic troops as well as visiting crews from other nations. There's even a Pro-bending team, the Iguana-Seals, coming out of a rebuilding phase.

The United Forces Navy is an important part of Yue Bay, with sailors coming ashore regularly for meals and entertainment. Locals of Yue Bay are well used to the sight of ships docked at the Barracks and sailors on shore leave walking their streets. The sailors' patronage of the area has generally helped the local district thrive, and civilians welcome the sight of uniformed sailors.

That's changing now with the advent of voices like Commander Doji's, advocating for security at the cost of freedom and openness. Doji has already begun to interdict far more ships than ever before, searching cargo and holding suspicious characters for questioning, and the citizenry of Yue Bay has come to view his actions with unease. The whole of the United Forces does not represent or line up with these views, not by a long shot, but increasing harassment of docking ships causes tension.

Air Temple Island

Headquarters of the newly formed Air Nation

As the political and spiritual heart of the Air Nation, Air Temple Island is more crowded these days than it has ever been. As Airbender cells travel the world helping those in need, they rely on Pema and Tenzin's family to train new Airbenders, coordinate movements, and relay calls for help to the closest nomads. Working together with the Air Nation are the Air Acolytes, the group of non-Airbenders that Avatar Aang organized to study and carry on Air Nomad traditions.

Air Temple Island also plays home to an ever-growing collection of recovered Air Nomad artifacts, many of them in the process of being restored. During the Hundred Year War, these artworks, scriptures, and other items fell into the hands of collectors, many of whom participated in Fire Nation imperialism that took the objects from the Air Nomads by force, or used them as bait to lure Air Nomads out of hiding. But the path isn't easy when well-meaning souls return objects they find. Many collectors come out of the woodwork and claim the artifacts as their rightful property, or even believe in the Fire Nation's erstwhile dream of conquest; what's more, many of those collectors are only rich enough to own artifacts in the first place because they're government officials or criminal overlords. Air Temple Island regularly receives visitors with legal claims on the recovered artifacts.

Tenzin himself definitely isn't just going to hand artifacts back over, not without doing everything in his power to make a case that they belong to the Air Nation.

Theme

The Changing Face of Republic City

From high-tech watercrafts to up-and-coming Pro-bending stars, Yue Bay represents unbridled excitement for the future. But as the roaming spirits and new Airbenders prove, yesterday's methods won't work forever, and new futures demand new solutions. As Republic City changes—as newcomers arrive, new technologies change the city, new places are built, new lives begin—its people, its ways, and its ideas must change as well.

In Yue Bay, leaders like Pema and General Iroh look to their own experience as well as the new generation to determine Republic City's future. Voices of fear, like Commander Doji, represent a desire to cling to a past that never was, a place with strict boundaries and simple categories. But Republic City needs leaders who can look for new paths forward with open eyes and hearts.

Republic City's greatest virtues come from its constant change, growth, and search for new ways. In the Navy Barracks, cadets from across the world train to lead the United Forces with methods only possible thanks to the mix of philosophies, techniques, and ideas to be found in Republic City. In the Pro-Bending Arena, athletes inspire the most influential benders of tomorrow and spark new communities and cultures based around shared interests. On Air Temple Island, a new Air Nation forms with members from every ethnicity across the Four Nations. Whatever the future holds will be strange, diverse, wonderful, and bright.

GM Moves:

- *Demand that someone or something change*
- *Foreshadow a change's far-future consequences*
- *Target change and try to hold it at bay*

Notable Figures and Groups

General Iroh

Fire Nation Prince and United Forces General

Iroh, prince of the Fire Nation and youngest ever United Forces general, yearns to dodge politics and focus on soldiering—in particular, planning and rebuilding Republic City's defenses to face a world with powerful mecha and spirit vine energy. Life has other plans for him. With police spread thin, Iroh has often been asked to send troops to help rebuild and keep the peace, including (to his frustration) suppressing the Air Nation protest at the spirit portal during the Raiko administration's last days.

What's more, Iroh is a true representative of a multicultural Republic City education and culture. He's the product of training from the Fire Nation, the Northern Water Tribe, and the United Forces themselves, and many politicians would like to use him as a negotiator to help with relationships across those different nations. He's also expected to extend himself and his forces to fight Triads, especially their recent forays into piracy, and even to solve problems around immigration.

While he wants to help, Iroh's family history renders him painfully wary of letting the military assume too much authority. He can't ignore people in danger, but the United Forces' involvement in peaceful matters could have dangerous long-term consequences if someone like Kuvira or Guan were to rise to power in their ranks. At the moment, his best strategy is to set United Forces leadership standards by example while he looks for ways to solve problems without using force or assuming too much power or responsibility.

Iroh hopes to recruit heroes with special skills they could teach to United Forces soldiers. He's also anxious to find allies for the difficulties facing him, ideally in companions who share his views but operate outside the military hierarchy.

Commander Doji

United Forces Commander making problems at the Port

A prominent up-and-coming commander within the United Forces, Doji has been given direct authority over Yue Bay. While he is technically at a lower rank than General Iroh, the remit of his authority means that he doesn't have to run his decisions past Iroh in advance—Iroh can try to walk back Doji's decisions, but it isn't always easy or immediate. That means Doji's beliefs and policies threaten to define the United Forces' presence in Yue Bay in a way that promotes his personal fears and biases.

Doji is a capable commander and leader, but he has always been suspicious of other nations, viewing them as lesser than Republic City and the United Republic. Amon's uprising was the first real confirmation of his views—the revelation that Amon was actually born as Noatak and raised in the Northern Water Tribe was all Doji needed to believe that the other nations posed a threat to Republic City. Then, UnaVaatu attacked—again, another Northern Water Tribe threat—and only a few years later, the Earth Empire attacked. Now, Doji is determined to keep Republic City safe from threats from beyond the United Republic, especially threats that might infiltrate the city. He's constantly blockading, interdicting, and searching incoming vessels, holding "suspicious" persons for questioning, and generally slowing down legitimate immigration procedures.

Tenzin

Steward of the Air Nation

Tenzin hoped that his stress levels would go down now that he's no longer on the United Republic Council or the world's sole airbending master, but no such luck! The resurgence of the Air Nation has filled him with both joy and exhaustion. Now every day presents him with new trainees and new questions to answer.

Every day, Tenzin has more work and more difficult choices to make than ever. He's happy to do his job and sees it as his responsibility, but it isn't easy. He's not sleeping or eating enough, and some days he doesn't even see his youngest son, Rohan. He has to face facts: the older he gets, the more he has to delegate.

Tenzin needs airbending instructors, radio operators to help coordinate the Air Nation, sky bison herders, and spiritual and community leaders. He's willing to train others, but talented volunteers who can jump into those roles are even better.

Pema

The most senior Air Acolyte

While international attention has focused on the Air Nation of late, Air Acolytes still exist as a distinct, if overlapping, group based out of Air Temple Island. Pema, the most senior Air Acolyte and Tenzin's wife, oversees the organization dedicated to preserving, maintaining, and renewing Air Nomad culture and history.

Pema is proud of the cultural competence and authority she has maintained as a non-bender, especially in a family of high-profile, talented Airbenders. However, Pema sometimes struggles to keep non-benders relevant and active in the new Air Nation. Acolyte membership has stalled, and some members have left, disappointed that they didn't develop airbending.

Pema remains particularly vigilant toward possible non-bender radicalization. After all, it was only a few years ago that Equalists came after her family. While she strongly supports programs like chi-blocking or combat lessons for non-bender self-defense, she wants to make sure that the violent, dangerous aspects of Amon's philosophy can't find a home anywhere in Republic City.

Pema always welcomes help from those with an interest in Air Nomad culture. She's open to respectful help from anyone as long as they have the grace to listen and to be led as much as lead.

Bumi

Airbender and brilliant strategist

Aang's son Bumi is a retired United Forces commander, known for his jovial manner and grandiloquent stories. While he wasn't born an Airbender, he developed those abilities after Harmonic Convergence. In his retirement, he's amused himself with knitting, the flute, and refining his newfound airbending skills. He also sometimes lectures at the Navy Barracks. His classes are particularly popular with cadets for the exaggerated war stories that become case studies in strategy, tactics, and command.

Since becoming an Airbender, Bumi has discovered an unexpected connection to the Spirit World. He has developed an uncanny ability to communicate with spirits like his dragonfly-rabbit companion Bum-Ju (Bumi Junior). As Republic City denizens struggle to accustom themselves to the Spirit Wilds (page 44) and their new spirit neighbors, Bumi acts as ambassador between humans and spirits, following Bum-Ju or his own intuition to places where disagreement or conflict occurs and defusing it like an Airbender reacting to an attack.

Bumi gravitates naturally toward people who have a military or monastic background. He's particularly interested in meeting others who share his connection to the spirits.

Dalisay

Airebender who wants to bring Airbending to Pro-bending

Dalisay's mother, Tala, was one of the founding members of the Terra Triad. Tala passed away when Dalisay was young, but many other Terra Triad members acted as her de facto family. Her father Ramil was a member of the Terra Triad, but he was never as important, nor as effective a criminal; he was in and out of prison for most of Dalisay's life . When Dalisay came of age, she became one of the Terra Triad's most proficient enforcers. In that role, she discovered her father Ramil had been secretly working as a mole for the police since his last release from prison—he'd managed to secure a deal that released him early if he informed on the Terra Triad. Instead of siding with her father, she turned him in to the Triad. However, her "family" didn't reward her loyalty as she had expected; some used it as a chance to oust her before she could take power as her mother's heir, while others viewed her with suspicion, both for turning on her father and for being the daughter of a traitorous mole. She stayed in the Triad, but their trust in her diminished every day.

After she developed airbending, Dalisay jumped at the opportunity to train at Air Temple Island and cut ties from the Triad for a time. Confused and alone, she needed time to think—who was she if not a criminal? Unfortunately for Dalisay, she hasn't had much time to figure out who she is, because training is intense, to say the least. In what little spare time Dalisay has, she's worked up a new style of airbending that could work within the rules of Pro-bending, labeling it "Nomadic Pro-bending." Playing the sport allows her to escape her life and focus on something larger and more fun! Plus, blowing off some steam stops her from blasting Tenzin in the face every time he chides her lack of restraint. Dalisay is a good ally for anyone on the wrong side of the law looking to make good. She understands more than most what it is to be misunderstood, and she's willing to break rules to help those she deems her friends and family.

Plot Hooks

The First (Pro-)Airbender

Variants on the rules of regulation Pro-bending pop up all the time, but they tend to catch on only in far-flung places. But Airbender Dalisay proposed a new form of Pro-bending with a fourth player, an Airbender, and received attention in sports journalism. Colloquially called "Nomadic Pro-bending," the popularity of this new rules variation has grown rapidly in Republic City. The Buzzard-Wasps and the Fire Ferrets are already gearing up for an exhibition nomadic match, with Dalisay teaming up with the Buzzard-Wasps. Seats are already sold out. Nomadic Pro-bending likely won't have wide pickup or professional leagues any time soon—there simply aren't enough Airbenders yet for a full league's worth of them to be interested in Pro-bending—but this exhibition match is the first Nomadic Pro-bending match ever to be held in the Golden Temple!

Dalisay's past is coming back to haunt her, however, with Duyi of the Terra Triad visiting her to demand a show of her loyalty. Dalisay never officially left the Terra Triad—she feels betrayed by their treatment of her since she turned in her father, but she also sees them as her true family. Duyi has told Dalisay that she'll be brought back into the fold in full if she throws the exhibition match—the Terra Triad will be able to make a small fortune on the betting if they can control the outcome of the very first Nomadic Pro-bending match in the Golden Temple. Dalisay doesn't want to betray the Terra Triad as her father did, and she is leaning toward throwing the match, even though it will betray her ideals, her dreams, and her commitment to other Airbenders. Tenzin is aware that Dalisay is troubled and has suspicions about her contact with Duyi; while Dalisay has never been a "model Airbender," she's still part of the Air Nation, and Tenzin is hoping to find allies with similar backgrounds who might be able to help her overcome these troubles.

The Doji Interdiction

Commander Doji has ordered his ships to intercept the massive Northern Water Tribe passenger vessel, the *Spirit Skies*, carrying an influx of new immigrants to Republic City. The *Spirit Skies* picked up passengers from all over the Earth Kingdom, as well as the Southern Water Tribe, the Northern Water Tribe, and even a few Fire Nation citizens. All of them are hoping to build new homes in Republic City—they looked upon the statue of Avatar Aang in the Bay and saw dreamed of new, different futures that suited them and their families.

But Commander Doji sees the *Spirit Skies* differently. The *Spirit Skies* is one of the biggest passenger vessels ever to arrive at Yue Bay, and Doji views it as a threat—a chance for countless dangerous infiltrators to pass into the city all at once. He's determined to hold the ship until each and every passenger can be interrogated individually, their belongings searched, and their identities verified.

General Iroh wants to countermand Doji's orders and let the *Spirit Skies* enter the city, but Doji has provided "evidence" of the nefarious purposes of the passengers—evidence that Iroh suspects has been fabricated. With that evidence in hand, Iroh can't countermand Doji's orders without appearing to be "aiding and abetting dangerous threats." Now, General Iroh needs the aid of heroes who can prove that Doji is manufacturing evidence, and he needs it quickly—some of the immigrants have health conditions, and they need access to places like Kya's Free Clinic (page 53) as soon as possible.

Old Cranefish Town

The sound of many districts is similar, with a cacophony of automobiles clattering down streets and the footfalls of busy pedestrians. However, Old Cranefish Town is different. Walking up the main street to the gates of this district, the buildings get smaller and older. Wooden rooftops grow closer, dulling the hubbub of the city. Inhabitants hear the unmistakable song of Old Cranefish Town—the click of a phonograph playing traditional Earth Kingdom music, the hiss of steam from claustrophobic eateries, and the practice arias of a distant opera singer—and know they're home. Music is woven into the identity of Old Cranefish Town, whether it's the Red Wing Opera rehearsals or a homemaker with stage aspirations singing his daughter to sleep.

Next to music, community is everything in Old Cranefish Town. The district itself constitutes the footprint of the original Cranefish Town that became Republic City. Some of the houses in the district were built by the original settlers of the area after the Hundred Year War, and many descendants still raise their families there. Traditionally, when someone from Old Cranefish Town moves, they sell their property to family or a good friend, so a handful of families control Old Cranefish Town. The Li family is the oldest and most populous, well known even to outsiders as a symbol of the district, and it owns and operates the Red Wing Opera House. The Chen family holds the North Spring, a famous spa where elders come to gossip and shape the fate of their district. Masters of the martial arts the world over know of the Raven-Eel Martial Arts Hall and the Uwir family who maintains it. Even smaller families are quick to tell you how long they have been in Old Cranefish Town, and most children in the district can tell you the name of their founding ancestor in the district before they can name Avatar Korra.

Few district inhabitants protect their legacy as fiercely as the old families of the district, who have always referred to it as "the town"...but changing times now threaten to undermine this community. Property developers look to modernize Old Cranefish Town. Some want to create luxury housing in a historic neighborhood, while others want to develop businesses. Many local families ballooned over the generations, and some of the younger generation aren't as focused on tradition, so some families have already sold their homes without consulting their neighbors. As demand rises, so does the community backlash. The Cranefish Irregulars, a group of local youths, now prowl the streets working against the developers, whom they see as intruders. Locals holding out against the developers' increasingly exorbitant offers must now contend with their own vigilantes while the future of their community hangs in the balance.

Important Locations

Red Wing Opera House

The oldest opera house in Republic City

History is built into the Red Wing Opera House from its ancient ticket booth to the floorboards of the original Cranefish Town Theater embedded at center stage. Every weekend, the Red Wing Opera House hosts performances attracting spectators from all over Republic City, many of whom gather to watch from the "pit," which is strictly standing-room only. Li Zopa, the elderly hostess, has a soft spot for lovers of the arts and always seems to have an extra ticket for someone who must see a show, a practice that often leads to the pit bursting at the seams.

The Opera House is a cultural locus that draws performers from around the world who trade lower pay for the prestige of presenting on the same stage as legendary acts like *Trustfully in Love* and the infamous First Annual Haiku Contest—a competition originally sponsored by Sokka. Among the regular theater players, Mei Lianlan has the biggest dreams and most potential to become a famous actress. Her next performance will be her most spectacular yet. She wants to recreate Avatar Korra's adventures over the last five years and seeks benders for special effects as well as charismatic people to take on acting roles.

Raven-Eagle Hall for Martial Arts

A famous training hall for skilled martial artists

The Raven-Eagle Hall for Martial Arts sits in the center of Old Cranefish Town, nestled between rows of houses. Colorful flags representing balance, peace, and knowledge are attached to the angled tiled roof of the the thick stone courtyard walls. The founder of the Hall, Nokkah Uwir, was a young resident of Cranefish Town who wanted to travel the world studying martial arts but could not leave his ailing mother. After seeing Avatar Aang invest time and energy in Cranefish Town, Nokkah realized that he could bring the world's styles of martial arts home. He built the Raven-Eagle Hall for Martial Arts as a place where aspiring martial artists from every discipline (benders and non-benders) could train. Nokkah's family tradition demanded that the school provide traveling masters food and lodging. Eventually, that led every great martial arts master visiting Republic City to come to the hall and volunteer at least a lesson or two, with some staying for a full semester or even for years. Nokkah even developed his own style, and since it was taught at the Raven-Eagle Hall, the style bares the same name as the place. Nokkah's descendants still own the school, and it is managed by Kiitsu Uwir.

With outside companies threatening the traditions of the town, the citizens of Old Cranefish Town now call for Kiitsu Uwir and the masters of Raven-Eagle to use their international renown to halt various developments. Kiitsu supports reigning master Sifu (teacher) An Chodry in continuing the tradition of the Raven-Eagle as a place of learning and not a pseudo-political celebrity martial arts committee.

Northern Springs

Not only a luxurious sauna, but also a hotbed for local gossip

Follow the heady scent of jasmine and close to the edge of the Old Cranefish Town you'll find the Northern Springs. The establishment was founded by a couple, one a Waterbender and the other a Firebender, who used their combined bending and the natural springs of the area to create a luxurious underground sauna. On the surface, this sauna may seem like a pure oasis of relaxation and cleansing, but the business also serves as an unofficial meeting hall for the elder members of the oldest families to discuss the business of the district. The elderly sit in back rooms, breathing steam and discussing what to do as a community, who owns what, and whose grandchildren are getting married.

A significant elephant-rat in the room for the elders is the absence of Tai Bei, matriarch of the Tai family. Breaking with tradition, the Tai family sold off their property to developers for a tidy sum and moved uptown without consulting any of the other families. Their only remaining descendant, Tai Yiang Jiang, turned his property into a Best Ramen—according to the elders, nothing more than a deplorable chain restaurant. Now the elders look to one another, wondering who might betray the town and leave next. This distrust sparks arguments between families, deeper than the normal bickering.

Best Ramen

Affordable ramen chain popular with the youth

A stone's throw from the Red Wing Opera House, where the Tai Family Noodle House once stood, is the newest location of Best Ramen, the fastest-growing noodle franchise in the city. Signs for their extensive menu include a wide variety of available toppings at a low, low price. Across the city, Best Ramen has made a brisk business selling cheap fast food, and here in Old Cranefish Town, the new Best Ramen caters to tourists and to businesspeople who work in the district and want a quick bite before heading home.

While the Tai Family Noodle House was popular in his parents' time, slipping quality and the loss of expertise meant it was barely turning a profit when Tai Yiang Jiang took over. In an attempt to support his family, he rebuilt the old restaurant as a Best Ramen with the blessing of the franchise owner Maral. Tai had no illusions about the real quality of Best Ramen, but he believed it would be better to save the business than to just let everything fail for the sake of tradition. Since opening, Best Ramen has proved itself, making a profit for Tai and his family. However, things haven't all been smooth sailing. Elders of the long-standing families in the district hate the chain. To make matters worse, someone defaces the front of his business every night, right after Tai has cleaned off the last graffiti. The constant vandalism is making his regulars feel unsafe, and if something isn't soon done about it, it could be the end of the business.

Theme

The Role of Tradition

The inhabitants of Old Cranefish Town are proud of the district's traditions. The older generations teach the younger inhabitants the importance of family, and though their elders might not always see it, many youths look for ways to integrate tradition into their futures. However, some youths feel the embrace of tradition is hampered by the need for progress. Seeing Best Ramen sitting where the Tai Family Noodle House once stood serves as a stark reminder that their business could be next. The youngest Tai heir serves up reasonably priced noodles that can be bought at the same franchise halfway across the city, and the denizens of Old Cranefish Town are split on whether they see that as an amazing accomplishment or a terrible travesty.

Wealthy people move in for the "character" of the district and then speed through early-morning cobblestone streets on their top-end motorcycles, waking everyone up as they go to work and earn yuan in another district. Some younger inhabitants look at those wealthy newcomers with envy and hope—they want to lead that life, too, regardless of tradition. Older inhabitants who've been here for decades upon decades refuse to accept the change and openly deplore the newcomers and their lifestyles, instead visiting the old haunts of the district, like the Northern Springs or the Red Wing Opera House. Everyone expects everyone else to be on their side—those who protect tradition see the newcomers as destroyers burning down their lives, and the newcomers see the traditionalists as harmfully set in their ways, slowly stagnating into obscurity.

GM Moves:

- *Introduce an outside force that reshapes part of the district*
- *Exploit expert knowledge of the district to gain the upper hand*
- *Dredge up past history to color current conflicts*

Notable Figures and Groups

The Li Family

"Everyone knows the Lis, and the Lis know everyone."

The largest and oldest family in Old Cranefish Town, the Li family owns the Red Wing Opera House and many other properties, and it has a larger combined wealth than any other family in the district. Although it holds so much of the district's money and power, people are wary of asking a Li for help because everyone knows even a small favor from a Li comes at a cost. Sometimes that means buying season tickets to their Red Wing Opera House; sometimes it means giving them important information. Unfortunately, there is no navigating the district without dealing with the Lis, who seem to have a hand in just about every business in Old Cranefish Town.

Behind the facade of generational wealth and power, the family grapples with the pressure to sell their extensive property portfolio to investors. While some families have a singular elder, the Lis have an entire council—with about as much squabbling and the volume of grudges you would expect for a council filled with lifelong dramatists. Over the years, though, Li Joon bought the shares of relatives and held the majority ownership of the Red Wing Opera House before she passed away and Li Yaquin inherited her property. Various companies eye the Lis' properties across the district, and each company brings a higher offer every week. The Lis have tacitly agreed not to sell unless the entire family council agrees, and that council has continually refused to sell, some out of commitment to Old Cranefish Town and others from disagreement about which offers are the best and a desire not to sell too early. Now, some of those buyers are growing frustrated, and offers are beginning to be accompanied by threats. The family is being pulled in many different directions and their will is wearing thin. For now, anyone seeking work in town or greater access to the inner workings of the town needs to talk to one of the Lis, but they'll have to prove they are worth the time.

Li Yaquin

A Li looking to modernize Old Cranefish Town

The Lis invest in and love the original character of the Town—but Yaquin has never understood why. Everything in Old Cranefish Town is just that: old. From the wooden buildings with chipping paint to the cracking cobblestone streets, Yaquin sees degradation and decay wherever she looks. As a child, she dreamed of escaping the district, but she buried her dream when her mother, Li Joon, made it clear that she'd have to pay her dues working at the Opera House if she wanted to inherit her mother's majority ownership of the establishment…as well as her mother's sizeable fortune.

Then developers started to show interest in Old Cranefish Town, and Yaquin finally saw a way out and an opportunity to help modernize the town. She's sacrificed a lot for her family over the years and now it's time for her to think about herself. To that goal, Yaquin's been fielding offers from property developers for the Opera House. When Yaquin's mother passed away recently, the majority ownership of the Opera House came to Yaquin. Now, she can sell the place and move out of the district once and for all. Her ownership stake is big enough that she doesn't need permission from the other Lis, no matter what their family council thinks. Her uncle, Li Gong, has been trying to convince her to think carefully before selling and to respect the traditions of their family, but Li Yaquin has no interest in being slowed down anymore. Despite her feelings about the district's need to modernize, Yaquin has lived in the district all her life and is friends with a lot of people. Anyone looking for a guide or more information on the town need look no farther than her.

The Chen family

The family who owns and runs Northern Springs Sauna

Ba and Wei Chen earned their place in town through years of discreet, hardworking management of the Northern Springs Sauna as their children grew up alongside everyone else's. They're pillars of Old Cranefish Town, but now they are hiding a terrible secret. No one attending the numerous meetings of elders at the sauna knows that the old Chens are being forced to sell Northern Springs Sauna. The would-be buyer is keeping their identity secret and operating through proxies, lawyers, and minions so as to hide their true identity—the true buyer is Maral, the franchisor of Best Ramen. Maral (always acting anonymously through intermediaries and corporations) wants the sauna for its location and makes no guarantees it will stay a sauna. The Chens even suspect some of the newer sauna staff members are spies, bribed to listen in on the private conversations the elders have there.

The problem is: the Chens have earned a worthy reputation in the community, and they are too proud to ask for help and potentially undermine their status. They've always been the ones to host parties, to help friends in need, and to generally be there for the community—admitting they're now in need of help is a step too far for the proud couple. Anyone in the town looking for wise and connected allies need look no further than the Chens. However, anyone seeing them with fresh eyes, unblinkered by the Chens' reputation and history, can see how much the pressure to sell is affecting them.

The Weight of Gossip

The people of Old Cranefish Town are constantly talking about each other's affairs—the result of a close-knit community with its own deep history and its own sense of obligation. That means PCs with ties to Old Cranefish Town can find themselves affected by rumor and gossip even more than normal. An NPC doesn't always have to directly speak to a PC to try to **call out their balance** or **shift their balance**; when a hero faces the stares and whispers of their neighbors in the district, it can have an effect! GMs should always make sure the PC understands the gist of those rumors, however; knowing you're being talked about can make you uncomfortable (maybe even inflicting conditions), but you have to know what people are saying for it to affect your balance.

Kiitsu Uwir

Head of the Raven-Eagle Martial Arts Hall

The Raven-Eagle Martial Arts Hall hosts the greatest martial arts masters from all over the Four Nations, but ownership lies with Kiitsu, the last surviving member of the founding family. Everyone at Raven-Eagle remembers training with Kiitsu. Kiitsu showed no talent for martial arts but always displayed kindness and sportsmanship. He eventually took over managing the financial and logistical needs of the hall, while reigning master Sifu An Chodry cared for the martial side of things, largely deferring to Kiitsu on the operations of the Hall and how they connect with the community.

Kiitsu lives above the Hall in the same loft his family occupied, which now brims with canvases and painting supplies. Secretly, the young man dreams of devoting his life to art, but caring for the hall currently takes most of his attention. It doesn't help that he's being harangued by the Lis and Chens to use his family's extensive contacts to help the town resist outsider interests and purchasing power, a duty that Kiitsu has noted multiple times is not his job. It also doesn't help that a group of wayward students have formed something close to a makeshift Triad to deal with outsiders intimidating locals, calling themselves the Cranefish Irregulars. Kiitsu isn't convinced that modernization of the district is a bad thing, as long as it's done respectfully. Kiitsu is a powerful and thoughtful ally to those looking for nuanced solutions to troubling problems. He's also pretty lonely, overworked, and could use a friend or two to help him figure out what to do about the issues in Old Cranefish Town.

Maral

A business man looking to develop the distrcit

Maral is the energetic son of a shipping magnate who made his money alongside the growth of Republic City. Maral has big plans for Old Cranefish Town. Other developers just see plots of land that they can tear down and turn into other reliable things. Maral sees the potential to capitalize on the history and the sentimentality of the district. Everyone in Republic City knows Old Cranefish Town, and many throughout the Four Nations know the story of the founding of Republic City with Avatar Aang's aid. That brand recognition means Old Cranefish Town could become the greatest tourist destination in the entire world!

Maral owns and operates Best Ramen as a franchisor, and in a misguided attempt to demonstrate his interest in investing in the community, he pushed Tai Yiang Jiang to tear down his family's old ramen restaurant for the newest Best Ramen location. That plan turned a profit, but the community seems to loathe the Best Ramen, so Maral has decided to use a certain level of subterfuge with his next acquisition. He's using his army of lawyers to put pressure on the Chen family to sell the Northern Spring Sauna. Just like the old Tai ramen place, the sauna is due for renovations or even demolition. Tired of how long it takes for anything to change in the district, Maral is considering bringing in muscle from outside Republic City to put pressure on the Chen family. Nothing will stand in the way of progress.

Plot Hooks

The Old Cranefish Town Preservation Association

After the passing of her mother, Li Joon, Li Yaquin inherited enough of a stake to sell the Red Wing Opera House without any agreement from the other Lis. Most of them haven't quite realized that Li Joon consolidated so much ownership, so they think Li Yaquin can't sell; those who suspect she might be able to sell don't believe she ever would, as it so thoroughly breaks with Li tradition. But Yaquin is determined to sell the property, take her money, and leave Old Cranefish Town.

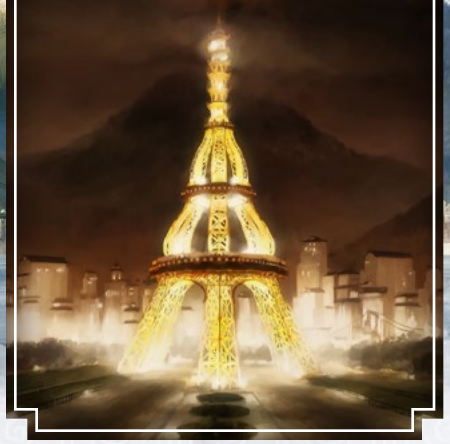
Her uncle, Li Gong, is the only Li to truly see what Yaquin is planning. Li Gong is a traditionalist and desperately wants Yaquin to refuse all offers on the Opera House...but Yaquin hasn't listened to Gong. So now, Gong is implementing a new plan—to create the Old Cranefish Town Preservation Association, pooling the influence and funding of many of the district's oldest families. The Preservation Association would enact rules for all of Old Cranefish Town, essentially controlling who can sell and when; owners of property in the district would all be automatically entered into the Association, so they would get a vote but be bound to the Association rules. Gong is pretty sure he has enough power to push local politicians (and maybe even Mayor Ailani, page 23) to ratify the new rules around the Association.

Yaquin, however, will never allow her uncle to thwart her plans, and neither will the business interests to which she is hoping to sell. She's planning to let those business interests know where Gong is so they can dispatch their own mercenaries and force him to give up his plan. It will take some real heroes to help save Gong and bring the situation to any kind of peaceful resolution.

Cranefish Irregulars

It started with the best of intentions. A few students of the Raven-Eagle Martial Arts Hall decided that they wanted to protect their school from any developer intimidation tactics and camped outside the school overnight. Umal, granddaughter of the current Sifu An Chodry, obtained a copy of the Hall's master key and opened the place up for a protective vigil one night, at which she and the other students who joined her promised to protect the district from any miscreants they found wandering the streets. They successfully chased off a group of hired toughs who walked past the Hall, and that triumph emboldened the wayward students. When they heard rumors of developers muscling in on another business, they repeated the protective vigil there. Word got out, youths from outside the Hall joined in, and the reputation of the Irregulars grew. The first time someone thanked them with a handful of coins, it seemed odd, but the crew accepted it because they needed bandages (and cold drinks to celebrate).

Soon, some Irregulars started regularly demanding payouts for their help. Umal vehemently disagreed and went to her grandmother for help, as taking money for protection is the work of Triads, and the malcontents left the Hall. These ex-members have now fully usurped the name "Cranefish Irregulars" in the district. Uma wants to put the Irregulars onto a virtuous path, acting for the benefit of the district, but the promise of yuan is corrupting their ideals. She's unsure of how to proceed and scared to alienate the former members of the Hall further.



Harmony Park

The Harmony Park district includes all the buildings in the surrounding area and a relatively small park from which it gets its name. Harmony Tower rises up from one edge of the park, towering over both the trees and the buildings nearby. Around the edge of the park, vendors set up carts to sell delicious street-foods.

Bustling day and night, Harmony Park is the home of stores that bring in tourists and wealthy city-dwellers alike. It's a vibrant, youthful district where people come to delight in the sights and be seen with the "right" people. Many travel to Harmony Park to rub elbows with the popular and powerful.

The stores of Harmony Park aren't small local stores owned by people who live in the same district; they're big chains and luxury wares, run by wealthy owners or by corporations. They focus on showing off deluxe goods in transparent windows, enticing customers with promises of the latest in fashion and luxury.

The theaters, clubs, and other entertainment venues of the district are all designed to achieve their target feel, whether it's pure opulence or smoky decadence, traditionalism or modernity. Few of them overlap. In Harmony Park, reputation and status are the highest currencies, and every establishment aims to be novel.

Those hoping to better their lives flock to the district in search of a taste of what the wealthy have. Unhoused people live around Harmony Park (both the park and the district) and peddle, knowing that a drop of wealth could easily help them survive for days or weeks. Buskers play their instruments while food vendors move their carts farther into the district and away from the edges of the park. But lately, anyone who is deemed undesirable by the wealthy patrons of Harmony Park is quickly ushered away by Republic City police officers eager to please the movers and shakers.

Because it's so valuable for politicians, celebrities, the corporate elite, and other powerful individuals to be seen in Harmony Park, they tend to meet each other, make connections, and craft deals all across the district. Proprietors of shops and entertainment venues know they should have quiet, secluded areas for the powerful to discuss business. In turn, plenty of workers and proprietors in the district are comfortable accepting bribes for discretion.

While Central District is the political heart of Republic City, and Downtown is the business heart, Harmony Park is the aesthetic heart. It's here, in Harmony Park, that the city's tastemakers decide what's popular in Republic City—everything from what fashions are "in" to what music should be played over the radio. Access to the process by which each new fad is born is usually limited to those with wealth and status, but even the least powerful artist can produce such wonderful works that the critics and tastemakers aren't needed to help them spread across Harmony Park.

Important Locations

The Upper Ring Club

A swanky club with live music

Named for the Upper Ring in Ba Sing Se, the Upper Ring Club presents itself as the most elite, most prestigious, and most glamorous of establishments in all of Republic City. It only opens after the sun goes down, and in lieu of "gauche" electric lights, a staff of Firebenders keep the interior lit by breathing jets of fire over a captivated audience, providing the perfect ambience for the night's activities. The stage usually hosts a live band with plenty of special singing performers, but Earthbenders are on call to adjust the stage and create all manner of other effects and formats.

The food is cooked up by expert chefs, and all the ingredients come from only the best sources across the Four Nations. The wealthy and influential love to congregate at the club—to be allowed in, past the impressive array of bender-bouncers, is to immediately find yourself among the city's elite. That's not to say that everyone who frequents the Upper Ring Club is publicly famous and on the up and up, of course; there's a secondary entrance, shifted about by Earthbenders to keep it secret, where a more clandestine clientele can find their way inside. More than a few Triad bosses have met with local politicians to discuss deals in subtle terms while listening to the songs of the latest Republic City crooner, diva, or vocal artist. All the while, the owner of the Upper Ring Club, Da Yin, schmoozes among the guests and tries to make connections that will keep the club—and her—on top.

Harmony Tower

A beautiful piece of architecture towering over the district

Overlooking all of Harmony Park, the Harmony Tower is a massive metal lattice structure with gently arching bands of metal that run all the way up to its highest spire. The structure was built with aid from an army of Earthbenders who could metalbend, and it stands as one of the most impressive and beautiful places in Republic City. It's open to visitors, who pay for tickets to ride to the top and look out over the city as a whole. At night, it is lit up with countless yellow sodium lamps. The Tower was built in honor of Republic City's role in uniting so many disparate peoples, especially apt considering it is also a gigantic radio tower, allowing radio signals to further connect and unite people throughout Republic City and the Four Nations.

Songbird Theater

A giant mover theater

The Songbird Theater stands proudly in the center of Harmony Park. With tall green pillars stretching up to a pagoda roof decorated with golden lanterns, it's a homage to classic Earth Kingdom architecture. Once, the Songbird was known as the Mask, and it was an operatic theater…that was before the Mask closed down under competition from the new hottest theater in the district, the Echo Flower, which had been carefully constructed for optimal acoustics using earthbending and metalbending. The Mask was then bought by an enterprising businessman, Aklaq, who sought to follow in the footsteps of Varrick by capitalizing on the world of movers. Aklaq turned the Mask into the Songbird, which is now the largest mover theater in Republic City. Anyone who wants their mover to succeed will host the show's premiere at the Songbird. What's more, Aklaq has used the Songbird's success to buy up some neighboring property and has turned it into a complex of mover theaters, showcasing an array of different movers throughout the day. The Songbird is the most renowned mover theater in the whole city now, and while tickets are far from cheap, anyone who visits will have a mover experience like no other.

The Stoneriver Auction House

Auction house run by a former triad member

The Stoneriver Auction House presents itself as a classy old establishment with deep roots in the antiquities trade throughout the world. In truth, it's a relatively recent construction, spearheaded by Jiro (page 39), and built with traditional artisan methods to give it a historical air. The architecture is a combination of Water Tribe and Earth Kingdom styles, all inspired by images of the oldest structures in each nation. Inside, holding areas contain all the treasures Jiro puts on auction. These are locked with platinum cages, guarded by expert benders, and further secured with hidden systems to electrify the bars or otherwise incapacitate thieves. The auction hall itself is perfect for the wealthy elite to lounge in comfort while bidding on relics, jewels, and art from across the Four Nations, all at extraordinary prices.

Objects of value regularly wind up in the Stoneriver Auction House's holding areas, waiting for the next auction, and for those with the means, Stoneriver is the best place to obtain those items. Until now, the objects sold through the auction house were legitimately acquired by Jiro, who met an assortment of possible clients when he was a member of the Creeping Crystal Triad. When he started his business, he called on these wealthy contacts, securing their patronage by accepting a lower cut of the profits than his competitors, slowly turning Stoneriver into a lucrative venture. Jiro is proud of what he's built, but since his old boss Jargala Omo contacted him about an interesting business proposal, everything is poised to change…

Theme

Beauty, Wealth, and Art

In Harmony Park, beauty, pleasure, joy, and art are constantly on display. It was once home to an artist community who grew the district through soul and commitment, but it has now evolved into a beast all its own, and the artists' numbers have dwindled. Those who visit the district are nearly always performing: the wealthy have to show off that wealth with jewels and outfits and expensive purchases; the up-and-coming have to make it seem as if they aren't *too* hungry, as if they belong in that wealthy, luxurious set. For everyone, there is delight through indulgence and reveling in the district's offerings—fine dining, amazing theatrical performances, or window-shopping at boutique establishments. But these indulgences can be addictive in their own way; the pleasure of being *seen* to spend outrageous sums of money can be as intoxicating as anything you buy, and many who visit the district come to crave that appearance more than anything. They become ever more willing to do whatever it takes to satisfy that craving—pay a quick bribe to access a club, place the winning bid on something they can't afford at a lively auction, and so on. All just to swim in a sea of luxury.

Those who've been in the district for a long time are so entrenched in Harmony Park that nearly every moment is some kind of performance for them, from when they step out of their homes to when they return at night. It matters what they are wearing, where they go, and what they say, and constant vigilance is required to put out just the right appearance. Those who are just starting out haven't yet internalized that unending performance or realized what it might cost them; instead, they can only see the amazing, wonderful things that Harmony Park can provide.

GM MOVES:

- *Offer a wonderful prize or gift in exchange for a small, illicit, corrupt favor (or vice versa)*
- *Display a consequence of corruption*
- *Reveal the web of connections to implicate an unwilling target*

Notable Figures and Groups

Jade

Former opera singer who now decides the newest trends

Jade once sang in theaters across the world, though for the past few decades he performed mainly in Republic City. A former icon of the opera, renowned for his incredible vocal work, he is now retired. These days, Jade has taken up a role publishing editorials and reviews of all the newest performances, all the newest theaters, and anything else that catches his fancy. Jade's editorials have the power to make or break anyone in the Harmony Park scene—a positive review from Jade guarantees a new performer's rise, while a scathing review condemns them to the background.

Jade does actually have a strong critical eye and the ability to recognize greatness, but he is a bit bitter about his retirement, something he feels was forced upon him by the slights of other critics who claimed his voice had worsened with age. As a result, he revels in the power he wields as a critic, and he publishes far more negative reviews than positive. What's more, Jade's own money has depleted rapidly over the years, and now that he's not performing, he is near penniless…but he absolutely must keep his flashy, incredible lifestyle in order to maintain his status. Da Yin successfully controls Jade through his debts, guaranteeing Jade's positive words are generally saved for those Da Yin chooses. Anyone wanting the lowdown on the next big thing in the district need look no farther than Jade, and if they can help him out of his situation with Da Yin, they'll have a lifelong ally.

Da Yin

Ruthless CEO bent on ruling Harmony Park

Da Yin, CEO of Yin Incorporated, is capable, canny, and utterly ruthless. Growing up as the child of two starving artists who just managed to eke out a life in the district was hard enough; seeing their slow decline over the years taught Da Yin that no amount of fans will get you what you want. She loves Harmony Park and firmly believes the only way to maintain its beauty is through financial power. She is the epitome of the ruthless businessperson who believes that the rules only matter if you get caught, and she is an expert at not getting caught. She has no hesitation to use threats, blackmail, and bribes to push her company—a construction firm—to greater and greater heights, especially as it fulfills contracts in Harmony Park.

To fulfill her childhood dream of shaping the district, she's now pushing Yin Incorporated to actively sponsor and invest in not just the buildings of Harmony Park, but also the actual institutions. And to ensure those investments pay off, she has bought up the debts of Jade, former opera star and renowned critic. She has Jade under her thumb and can demand a positive review of anything she wants, ensuring that the singers, performances, and experiences that she invests in become the most important for the entire upper crust of Republic City. She also has full ownership of the Upper Ring Club, and she's using it to continue to grow her connections and influence among the wealthy.

The Pleasures of Performance

Visiting Harmony Park's shows and performances is its own form of relaxation and recovery! If PCs spend their time (and their resources—tickets to these shows aren't always cheap!) going to a show, they get a chance to recover and restore their energy. You can treat going to a show as getting some good rest, usually clearing 2 to 3-fatigue and maybe even clearing a condition or two, depending upon the conditions, the quality of the show, and the overarching fiction. That said, if the show is interrupted by any kind of stressful circumstance...or if the show is just plain terrible when it was supposed to be great...it's not going to help a PC recover any of their fatigue or conditions!

Little Yang

Talented singer and kind soul

Little Yang is a Republic City native and an incredible singer, trying her best to strike it big in Harmony Park. Unfortunately, she doesn't have the list of credits that so many of her competitors do—some of them have headlined performances in cities all across the Four Nations and *still* find it difficult to compete in Republic City. What chance does she have against that? She has found her own audience by singing in cheaper clubs and at concerts where the younger audiences of Republic City became real fans, but few of them have the wealth or influence to put her on top in Harmony Park.

She's working hard to catch a break all over the district, both taking whatever roles she can get and trying to make the contact that might give her a major role. She's currently dating Jiro, the owner of the Stoneriver Auction House—at first, she dated him thinking he would be able to help her advance her career, but now she is growing to actually like him. Little Yang has a heart of gold, and while it hasn't won her influence with the most powerful citizens of the district, it has won her the loyalty, trust, and love of many of the district's workers, waiters, and staff members—in other words, the people who make the whole place run. She's likely to help heroes who get in over their heads when exploring the district for the simple reason that it is the right thing to do.

Jiro

Former Triad member trying to go legit

Just a few years ago, Jiro was a member of the Creeping Crystal Triad. He assisted the Triad in achieving a big score, and for his efforts, Jargala Omo (see **Dragon Flats Borough**) gave him a big portion of the payout…which he then used to leave the Triad and try to go legit. He invested the money in the purchase of an old abandoned theater on Harmony Park that hadn't yet been redeveloped, and he had it completely renovated into the Stoneriver Auction House. Jiro is a dreamer, and he hopes that the auction house is his key to a legitimate life.

He's doing his best to steer clear of any criminal activity now, and while he's been mostly successful, Jargala Omo is now trying to pressure him into auctioning stolen and illicit goods. He owes his former Triad boss a lot; she gave him the payout that enabled his new venture after all. Jiro is also very aware that the Creeping Crystal Triad is dangerous, so he is torn on what to do. He's dating Little Yang, whom he hasn't told anything about his past with the Triad, and he's doing his best to be the legitimate businessman she understands him to be. Jiro needs help to get out of this sticky situation and someone to help him keep this new life he's created for himself.

Old Dampa

Notorious pickpocket in the distrcit

Even with the recent interest in ousting the unhoused from Harmony Park, Old Dampa is something of a permanent staple of the area surrounding Harmony Tower. She's always identifiable by the long bright-green scarf wrapped around and around the lower half of her face, along with an enormous coat and its purple hood pulled over her hair. Some of the newer or visiting faces in Harmony Park still disdain her, but anyone who frequents the district or knows the ways of the area throws her some yuan or buys her dinner from one of the street-food carts around Harmony Tower. Numerous rumors swirl around the district of what will happen to you if you don't, and the stories about her cast her as anything from a literal witch to an Energybender.

In reality, Old Dampa is now a trio of street-kid siblings—Ko, Tal, and Pin—who inherited the best grift of their life from the original Old Dampa, who retired to a suburb of Republic City. With the big coat and scarf, they can easily hide their faces, and they rotate which of them portrays Dampa so they don't all have to hang out at the Tower. Instead, the other two can work the crowds around the Tower, pickpocketing easy marks and listening in on the conversations of the wealthy and powerful, accruing secrets they can later sell.

Plot Hooks

Illegal Auctions

The Stoneriver Auction House is the new premier place to buy expensive items from all over the Four Nations. From ancient Earth Kingdom carvings to perfectly preserved Air Nomad kites, if you have the money to buy it, the auction house can find it for you. So far Jiro, the auction house's proprietor, has managed to keep things legal. He meticulously ensures all his items come with a bill of sale and works with historians to authenticate his purchases.

However, Jiro has a past and while he's working hard to forget it, it won't forget him. Jiro's old boss Jargala of the Creeping Crystal Triad has been quick to remind him that he made all the money to open his auction house in the Triad itself. Now it's time for him to pay his dues…again. Jargala convinced Jiro to organize an illegal auction night for the who's who of Republic City, selling valuables and relics looted by the Creeping Crystal Triad during the Earth Empire attack on the city. The relics will be officially sold through the auction house, laundering money to the Triad and making them "legitimate" through sale.

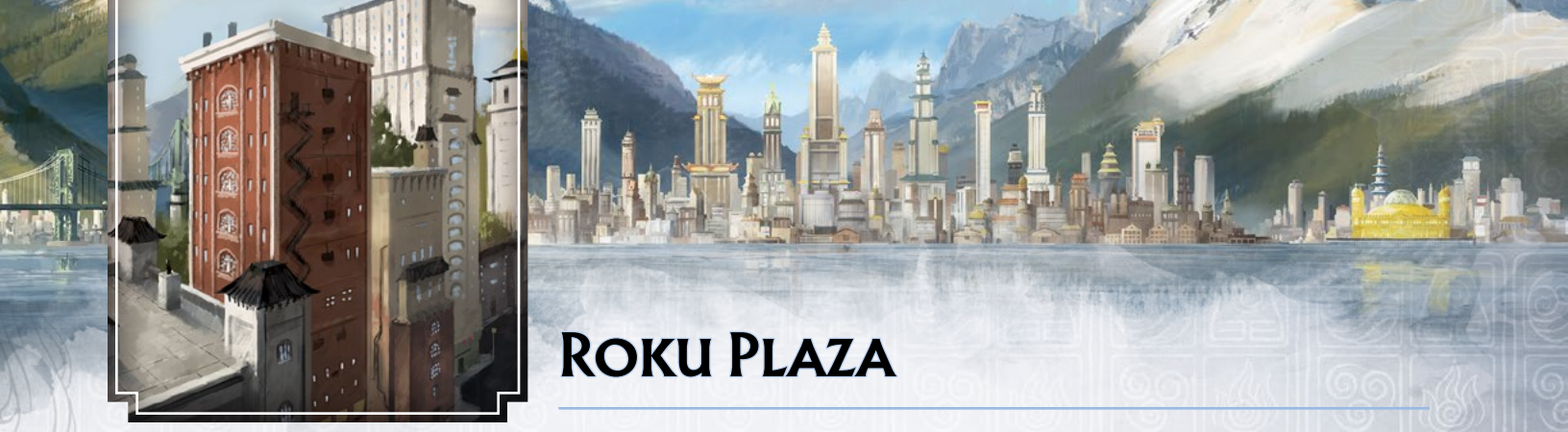
Of course, other Triads aren't happy that Jargala is about to secure another serious line of cash with the potential to make it legitimate. The Agni Kais have sent some of their representatives around to Jiro to make clear that they don't want him to run this auction…and if he does, they'll consider him and his whole auction house to be back in play in the Triads' power struggles. Jiro does not want his auction house to become just another pawn in Triad battles, but he isn't sure what he can do about it either. There's no way he can outright refuse Jargala, both due to old loyalties and because she can easily blackmail him. She's promised this is a one-off, but deep down Jiro knows better. If he can't find a way out of this, all his hard work to go legit will be for nothing, and his auction house may be destroyed—or worse—in conflicts among the Triads.

In Good Taste

Jade's editorial column can make or break a career. He's always known good media when he saw it, which is what led to such a successful career when he was a performer rather than a critic. But this power means that he's broken a number of other careers over the years. If Jade hates you, everyone else in the district does too. Your club can empty and your restaurant can go belly up on a bad word from him.

Recently, Jade's been going after the Sunset Social Club, pouring out acidic review after review of the club. He claims the Sunset Social Club is not only cheap and campy, but also has numerous underworld ties that any self-respecting citizen would wither at. Thanks to his campaign against the Social Club, this experimental bar run by two start-ups from the Fire Nation is set to close its doors within the month.

However, Jade isn't working under his own accord. Da Yin, who wants to buy the club, is pressuring the old man to destroy the Sunset Social Club. With no money to his name and Da Yin in financial control of his future, Jade has no choice. That said, he feels terrible about it. The Sunset Social Club is great and from what he understands, the owners made it to Republic City all on their own. It's a terrible thing he's doing to them, but he's unsure how he can stop anything now.



Roku Plaza

Named after an Avatar renowned for his knowledge of the world as a whole, Roku Plaza is a monument to education and history. The plaza itself boasts a statue of Avatar Roku and is surrounded by lush park spaces where students laze during the summer months debating the season's hot button philosophy topic. Beyond the parks lies the rest of the district proper, comprising the Republic City University, its dorms, a few museums, libraries, and various houses for the well-to-do.

Roku Plaza is an upper-middle class district in Republic City, but its inhabitants lead lives that most in the city strive for—comfortable, thoughtful, and hopeful, with the capacity to shape the future. The district boasts some of the best schools in the city and families jockey to buy homes in a difficult market where they're willing to sacrifice living space for their children growing up with access to impressive education. Roku Plaza has always been a well-regarded neighborhood with a low crime rate, many cultural events, and a generally friendly populace.

The Equalist philosophy from the new movement that Professor Rabten is spreading through the university halls takes pains to distance itself from Amon's violent principles. Still, while the professor preaches peaceful protest, animosity bubbles under the surface. Equalist revival demonstrations and rallies now regularly clog Roku Plaza, and the professor has been arrested a few times for disturbing the peace there. The most recent protest turned violent, and a bender student was hurt. In truth, Rabten is being controlled by a shadowy man calling himself the "Iron Dragon" (page 43). If the Iron Dragon's influence isn't stopped soon, the once peaceful protests will turn into full-scale riots.

In contrast to the unrest caused by the Equalist revival in the district, students from all backgrounds spearhead new programs to foster the already robust diversity of Republic City. The new Healing the City Committee, chaired by a senior student named Nima and Guest Lecturer Iknik Blackstone Varrick, organizes rebuilding efforts and charity drives. Some citizens' lives were devastated by the Earth Empire's aggressions, and these students look for meaningful restorative justice to heal the scars.

However, the fact Varrick, a man who's donated heavily to the university, is the face of these efforts doesn't sit right with a select group of students. The students worry that Varrick's guest lecturer position at the university is just the beginning and that he'll use the money he donates to influence university policy. This anger isn't only directed at Varrick himself, but the charity effort he helps organize, as these students believe that it (like him) must be corrupt. These students, led by a young man called Yichen, have their minds set on undermining Varrick.

Important Locations

Republic City University

A prestigious university where King Wu was educated

Republic City University's campus is scattered all through Roku Plaza, with its main buildings located just behind the district's park. The central hall and admin offices are some of the oldest buildings in the district still in the original architecture from Cranefish Town, from back when the university was just the dream of an overworked librarian who wanted to preserve as much as she could after the Hundred Year War.

Thanks to a healthy relationship with Avatar Aang, who helped bring scholars from all over the world to Cranefish Town, the university was founded. Its first dean, who came out of retirement from Ba Sing Se University to help Aang set up the university, created many of the policies that still define the school today. Through the years, the unmistakable Earth Kingdom policies have been shaped to fit Republic City, drawing heavily from Northern Water Tribe forms of higher learning to inform a flexible yet rigorous education path for students.

Roku Park

A plaza and park characterized by protests

Roku Park is the official entrance to the district. A statue of Avatar Roku gazes proudly across Republic City, gracing a lush park filled with benches, barbeque spots, and various paved areas for games, performances, and lounging. In the summer, many impromptu music festivals are held in the square, with performers coming from all over to share their music and the good food offered to them by listeners in the park. Elderly inhabitants of the district practice waterbending meditation movements in the park every morning, then enjoy a cup of tea from one of the local vendors while gossiping well into the afternoon, when students flood into the plaza.

Like many parks in the Four Nations, Roku Park teems with life, but not always peacefully. The nearby student population has often led to demonstrations occupying parts of the park. Recently, Equalists from the university began to rally at various locations in the park. Most are simply interested in peacefully informing others of their ideals, but a small group are angered by how the Republic City police force has handled recent situations, including the frequent arrests of the movement's local organizer, Professor Rabten.

Recently, the protestors clashed with police when someone tried to topple Roku's statue—the Avatar a symbol of bender

oppression in the eyes of those protestors. No one was seriously harmed, but some commentators have been happy to exacerbate the situation. On the Raiko Report (page 23), ex-president Raiko claimed only the poorest non-students seemed to be rounded up and arrested, asserting this as proof of police corruption under President Moon. Raiko's claims are unsubstantiated, but the Equalist revival is happy to use them as fodder for more anger, leading to a new round of pamphlets, sit-ins, pickets, and more, and the plaza swells with tents, signs, and angry citizens.

Fang Dormitory

A dormitory where Equalist revival rallies are held

Fang Dormitory is the largest student housing structure in the district. Taking up a full city block and built in the tradition of Fire Nation architecture, it houses the majority of students who attend the university. The dormitory itself has three eating halls, a central square, and its own mini-infirmary for students with minor ailments.

The dormitory is also infamous for the raging parties thrown by its student associations. The Lion-Turtle Club, the Pai Sho Association, and Unagi's Breath are some of the oldest and most notorious associations. Housing prices near the dorms are among the most affordable in the district, as no one wants to live near what is essentially a tiny town filled with uninhibited youths.

Despite the dorm's reputation, the university puts great effort into caring for the students there. Inhabitants are well fed, they get to class on time (mostly), and the university operates a student-led council to mediate any noncriminal disputes. This means giving the students a certain level of latitude to govern themselves and prove the university's trust is warranted. It works well for the most part, but some conflicts have always arisen between faculty and students about activities students endorse and allow inside of Fang Dormitory. Lately, those are centered around the Equalist revival meetings in the dormitory's basement. The meetings are invite-only and host interested parties from the university and beyond.

Fire Lord Zuko Library

The largest library in Republic City

Fire Lord Zuko Library is a gargantuan structure that has been built, expanded, renovated, and rebuilt over the years to house a wealth of knowledge from all over the Four Nations. The original library was constructed as part of Fire Lord Zuko's commitment to promoting harmony and understanding among the nations by preserving all their histories. The Fire Nation royal family remains the single largest benefactor of the library to this day. More than a place of scrolls and books, the library also serves as a community center for the city, offering free workshops and classes for all inhabitants of Republic City.

Unfortunately, an entire wing of the library was destroyed in Kuvira's attack and is still being rebuilt. The reconstruction promises a new, massive facility with classrooms, public halls, and shelves upon shelves of books. Some have spoken out against the redesign, asserting that the structure should simply be reinstated as it was prior to the attack, but others are excited about the new opportunities and advantages the rebuilt structure will offer the community.

Theme

The Infinite Voices of the City

Head anywhere in Roku Plaza, and if there are students there, you'll find a lively debate. Students attend university to stretch their minds and understand perspectives other than their own, to question systems in place and make them better. From philosophy to technology of the future to bending, no topic is off the table. Some of the hottest recent topics of debate include what to do about the evacuees from the recent Earth Empire attack and how to address poverty in the city. The students want to help the systems in place to ensure change happens.

Some students believe that Republic City's systems, while imperfect, have already made Republic City one of the greatest places in the world, and that these systems stand to provide even greater improvement in the future. Others believe the higher-ups in City Hall sit in endless discussions on how to solve the city's problems and fail to ever actually act. The haste of youth, unburdened by any wisdom of experience, can be dangerous, especially when the students are taken advantage of and exploited. A few students hold fast to the words of charismatic leaders who incite violence to create change, believing that no other routes can be successful. It's only a matter of time before enough of these students and like-minded individuals band together to start another movement to change the city by any means necessary...unless the will to change is redirected into different, nonviolent routes, here in Roku Plaza.

GM Moves:

- *Present a radical solution already in action*
- *Escalate a conversation by revealing hidden truths*
- *Draw in allies to strengthen a position*

Notable Figures and Groups

Dean Shihan

Leader of the University trying to walk a difficult line

Dean Shihan is a vivacious woman in her late 40s with a quick wit and prestigious lineage. Before the current Equalist revival protests, Shihan was widely loved by the student population for her wisdom and ability to understand both sides of a conflict. The dean believes in educated discourse, empathy, and building bridges between opposing views. While she hasn't cracked down on Equalist revival activities on campus, she's made it clear the campus will uphold Republic City laws and work with police, even if that ultimately overturns university policy or decisions. While it's technically just an acknowledgment of the current legal situation surrounding the university, more radical students feel it is a bold statement about where Shihan's real allegiances lie. Her statements have been criticized by those who believe her first duty is to the university.

Hailing from a privileged background, Shihan spent years traveling the Four Nations, earning numerous degrees, and working as a guest lecturer at respected learning establishments. She finally settled down when she was invited to become dean of Republic City University, in hopes of sharing the knowledge and connections she gained through her travels. When not working, Shihan spends her time helping her distant cousin, King Wu, draft policy for the development of democracy in the Earth Kingdom. The dean doesn't shy away from conflict, so if there is an important problem on campus, it's likely she'll be there trying to get to the bottom of things and resolve it equitably.

Varrick

Incorrigible genius philanthropist ex-con turned Guest Lecturer

Varrick is a man of indisputable experience and know-how—it's true, just ask him! The university had repeatedly invited him to be a guest lecturer, but he always turned it down to focus on Varrick Global Industries. This time, however, after Kuvira and Zhu Li's election, Varrick was delighted to "get his hands dirty," giving a lecture series on science in a swanky auditorium built with his donations (and named after him). He was subsequently dismayed when the lectures seemed to draw average students, rather than "a pack of eccentric but lovable geniuses" worthy of his tutelage. Not one to let a situation get him down, Varrick's done his best to inspire students he has numbered 1 to 179 (he's much too busy to learn names), particularly 177 " Kid with Zhu Li potential."

However, Varrick's reception at the university hasn't all been smooth sailing. He can't help but seize upon a brilliant idea when it comes to him, and a brilliant idea came to him through student 34 (who annoyingly demands to be called Nima). Nima pushed Varrick to spin a task force out of the guest lectures, and Varrick thought it was such a good idea that it must have come from his own head! Even though the new Healing the City Committee, as Varrick called it, is doing real good in the community, in partnership with the city, a group of pesky students aren't happy with his involvement. They are using him as a rallying point for their anger, claiming that this is all performative and that Varrick is simply trying to exert undue influence over the university. Sometimes willfully ignorant but never stupid, Varrick has even founded another student association called Varrick's Kids and works with its members (like "Kid with Zhu Li potential") to craft technological advancements that will help the university. Varrick's happy to splash around his cash for worthy causes on campus, and he sincerely wants to make a difference for the students.

Professor Rabten

Professor of philosophy and ethics espousing nonviolent Equalism

Republic City University students joke about which came first: Professor Rabten or Yangchen's Festival. Rabten is an ancient professor of philosophy and ethics who's had tenure longer than anyone can remember. The professor grew up in the Green Meadows district and earned a scholarship to the university as a young man. He worked nearly every job on campus to support himself and held a factory job on the weekends to make ends meet. Through years of hard work, he eventually became a professor of philosophy and ethics. Most students see him as gruff and a little bit stodgy, but fair.

Rabten has spent years going over his lot in life, not out of pity, but as a mental exercise. The conclusion he came to is that the Equalists' concerns were real. He started attending covert Equalist revival meetings, and when he met the newest leader of the movement, Yoshiro the "Iron Dragon," he was drawn deeper into the movement. Yoshiro spoke to Rabten's concerns in a way that appealed to the professor of philosophy, de-emphasizing violence and focusing on ethical concerns. Over time, Rabten came to believe Yoshiro is the one to balance the inequality in Republic City once and for all. To that end, Rabten is happily vocal about his Equalist beliefs, recruiting students to the Iron Dragon's cause. Yoshiro eventually began undertaking more direct, more dangerous actions, yet Rabten remained committed to the Iron Dragon's cause, providing a smoke screen of respectability for Yoshiro's violent activity. Rabten is an intelligent man—he knows that ultimately he might take the fall for the Iron Dragon's actions, but he's old, and it is a price he's willing to pay to bring the movement back.

Yichen

Outspoken student turned rebel leader and critic of Varrick

Yichen grew up exceedingly wealthy and feels the weight of those advantages. He longs to be one of the "salt of the earth" people with dirt under their nails but knows no amount of work can change the immense privilege he has. Yet work he must until everyone in Republic City is equal. This is his burden to bear, he claims. Yichen is a true idealist at heart, whose passions run deep. It's clear he hasn't truly been tested yet, but he savors the chance to prove himself worthy, perhaps most of all to himself.

He is also Varrick's most outspoken opponent on campus. In his opinion, the wealthy have no right interfering with the efforts of the impoverished because it always ends in exploitation. Yichen's family profited off the order that the Earth Empire provided, and he sees his family's profit as a prime example of that exploitation. Varrick, with his copious donations to the university, is another living example of rich exploitation to gain power, according to Yichen. The student turned rebel leader be-

Who Is the Iron Dragon?

The Iron Dragon was first introduced in the **Avatar Legends: The Roleplaying Game** starter set as a dangerous foe named Yoshiro, potentially responsible for detonating canisters of spirit energy across Republic City. That scenario can play out in many different ways, even ending with Yoshiro's imprisonment. Keep in mind that the Iron Dragon—a militant Equalist and successor to Amon—is a strong enough idea and title that many individuals might actually lay claim to it and its reputation, even if Yoshiro isn't around. For your game, you can put many different characters into that position, as long as they espouse the associated militant Equalist philosophy.

lieves Varrick's donations and charitable efforts must be rejected by the university and its student organizations. In Yichen's eyes, if Varrick is left to his devices, he will co-opt the university to help foster corporate greed. The threatening letters Yichen sent to Varrick were largely ignored, and now Yichen believes it's time to start escalating.

Nima

Student organizer trying to do good for the community

Nima is the first member of her family to attend university. Her parents worked tirelessly to ensure she had everything she needed to succeed. Then Kuvira's massive mecha attacked the city, her parents were crushed by rubble, and she took time off from school to emotionally recover. When she discovered Varrick was speaking at the university, she attended one of his lectures ready to pose some hard questions to the former Earth Empire adviser. However, before she could finish her question in class, she was dismissed by the businessman as misguided. Nima has never been one to let insults slide, and she told Varrick what she really thought of him. After numerous clashes between the two, Varrick surprised Nima by admitting she had a few valid points, and he asked what he could do to help make it right.

And then it was time to work! Nima organized a group of like-minded students who were interested in helping rebuild after the destruction of the Earth Empire and used funds provided by Varrick to bankroll their efforts. Varrick lent the new Healing the City Committee whatever status and official sanction he could, while also continuing to bounce in and out of the project as was his wont. Everyone in the movement knows it's really Nima putting in the work on a daily basis…but Varrick is still the face of the movement to the outside world, and that means Nima is left infuriated by the anonymous threats they've been receiving.

Plot Hooks

The "Other Side" Debates

With the Equalists protesting on campus, Dean Shihan has her hands full. In an attempt to open up communication between disparate groups she's organized monthly debate nights in the campus proper, where students from differing ideologies can come to air their grievances and learn from the "other side." The debates started peacefully enough with most students in attendance there for academic exercise rather than confrontation, but things soon started to heat up.

This coming debate night promises to be the most controversial yet, with members of the Equalist revival party in attendance. Professor Rabten has promised that students who support the Equalists don't have violent intentions. However, the dean knows better and worries that bad actors are likely to attend. The Iron Dragon wants to revive Amon's tactics and is co-opting the emotions of angry students to do just that. While he might have larger plans for Republic City, ensuring the next generation of Equalists get the correct—forceful—education is high on his priority list.

The dean is worried this debate could end in violence. However, the university can't very well stop the night from happening—they're sponsoring it after all—and canceling the event would mean a lot of bad press. She needs to find a way to keep the peace and weed out the violent Equalists from the normal student population.

The Library Treasures

Ceba is a university student who managed to secure a prestigious internship at Fire Lord Zuko Library, eventually tending to many different sections, including the rare texts wing. She was blessed with an eidetic memory—she could remember every word of the texts just by reading through them once. That talent became crucially important after Kuvira's attack collapsed part of the library, damaging and destroying some rare texts.

When the library staff surveyed the damage and realized just how many texts were damaged or lost, Ceba felt she had to try to help—she could recall some of those texts verbatim, and at least they could transcribe what she recalled. Some faculty members had their doubts, but many were thrilled—Ceba's memory gave them a chance to restore the voices of the past they'd thought lost!

Until, that is, word reached other ears about Ceba's memory and the lost texts. Here was a single person, just a university student, who held the key to an array of priceless, ancient, and lost texts; if someone could grab her, they could ransom those texts, whether to the university or interested relic collectors. Now, opportunistic and predatory figures from across the city—including members of Jargala Omo's Creeping Crystal Triad (page 54) and mercenaries hired by business man Samnang (page 27)—are closing in on Ceba with plans to abduct her and make a significant profit on the knowledge in her memory.

The Spirit Wilds

The area known as the Spirit Wilds wasn't exactly one of the original districts of Republic City. It is a direct result of the recent attacks upon the city, with UnaVaatu's attack creating a mass of spirit vines, and Kuvira's attack resulting in the new Spirit Portal. The area surrounding the Spirit Portal, covered in spirit vines, is now known as the Spirit Wilds.

Most recently, the Spirit Wilds were at the center of the conflict with Tokuga and the Triple Threat Triad. (For more on Tokuga's attack, see page 12.) Afterward, Keum gave up any claim on the Spirit Wilds to the Republic City government. President Zhu Li Moon then gave the Spirit Wilds to the Air Nation, that they might protect the area and further build harmony with the spirits.

Now, life in the Spirit Wilds has its own strange equilibrium, balancing the natural, spiritual, and industrial worlds. Spirits who choose to do so move freely between the Spirit Wilds and the Spirit World, with some growing accustomed to human presence. While the Spirit Wilds are part of Republic City, they have a degree of de facto independence under the Air Nation's guardianship. Some members of the Air Nation have even begun carefully building housing that can exist in harmony with the Wilds.

The other human residents of the Wilds—both those who never moved away when the spirit vines grew throughout the area, and those who purposefully settled in the area—have been charting a difficult but rewarding course in finding harmony with the spirits. During the three years between UnaVaatu's attack and Kuvira's assault, many of these individuals learned how to live alongside the spirit vines, mostly by respecting the spirits and vines instead of trying to cut them back or overpower them.

The situation has not been without its challenges, as both spirits and humans have had to compromise. Humans had to learn not to antagonize spirit vines and spirits when they found them annoying, and the spirits had to become accustomed to living in close proximity to so many people. Progress toward an integrated society—or at least one that tolerates humans and spirits—is slow and challenging. But those who choose to live here, Airbender or otherwise, are committed to finding a way to live in harmony.

But other humans, especially from outside the district, see the spirit vines, spirits, and Spirit Portal as opportunities. Some, like Samnang (page 27), would capitalize on spirit vine energy, thinking even to scavenge pieces of the Mecha Giant scattered in the Wilds. Others, like Kanti (page 46), see the Spirit Portal and the Spirit World beyond as a new frontier worth exploring and exploiting. And if spirits feel threatened, they won't hesitate to defend themselves. It's down to heroes old and new to help resolve these conflicts and build a strong balance.

Important Locations

Republic City Spirit Portal

A brilliant yellow pillar of energy connecting two worlds

The Spirit Portal lies in the middle of a vine-covered crater at the exact center of the Spirit Wilds. Its seemingly endless beam of golden energy stretches through the sky. Though everyone in the city can see the towering pillar of the portal, almost none have yet tried to go through. The Air Nation has advised a few adventurous young people or foolish would-be explorers to turn away, and Avatar Korra has made clear in public pronouncements that the area around the Spirit Portal is a beautiful and spiritual place that can help bring harmony to Republic City, not an opportunity for cheap thrills or economic gain. At any given moment, the field around the portal will contain assorted Airbenders and their dwellings, as well as beautiful flowers, angry thorns, or even a furious Dragon-Eel Spirit.

The Air Nation aims to safeguard the Spirit World, protect spirits from humans and vice versa, and facilitate people's spiritual journeys. However, these goals often clash. The Airbenders do their best to stop the unprepared and the unwelcome from entering the portal. If someone does sneak through, they are prepared to act as emergency rescue teams. Thankfully, most visitors are happy to follow the guidelines of the Air Nation, meeting at the Spirit Shrine and taking a tour that ultimately lets them bask in the Spirit Portal's glow and feel its energy thrum through them before they are led right back out of the Spirit Wilds. Those who wish to journey to or through the Spirit Portal as a sacred pilgrimage are more than happy to wait at the Shrine to see if the Air Nation will help guide them through.

Spirit Shrine

The Air Nation's gateway to the Spirit Portal

Located on the edge of the district, the Spirit Shrine is the most public gathering point for the Spirit Wilds. It is a sacred place as well as a community center. The area contains a large gate and has served as the starting point for Airbender-guided tours of the Spirit Wilds. Having a clear "gateway" into the area for enterprising, excited, and sometimes foolish tourists and visitors has become more important than ever. The shrine serves that purpose, both spiritually and practically, giving the Airbenders a chance to more easily track those coming and going from the area.

The Spirit Shrine is a community center for everyone, even welcoming spirits if they're so inclined to visit, and serves as an

unofficial embassy of sorts. For many humans, the shrine's daily "chai & chat" is an hour-long chance for them to see and possibly interact with curious spirits. If need be, humans can visit the Shrine to air their feelings about the spirits. The Air Nation hears them out and advises them with empathy, helping them to understand how to live in harmony with the spirits.

Meditation Tree

A place of tranquil meditation away from the city's bustle

The enormous Meditation Tree is one of the most spiritually active plants this side of the Spirit Portal. The tree sprang up startlingly quickly after the surrounding area was leveled during the portal's creation. Its energy vibrates in tune with the Spirit Portal. Visitors to the tree always feel a sense of weight walking toward its lofty branches—not because of any new burden, but because it helps them realize just how much they've been carrying emotionally. This can be an uncanny, haunting experience, but becoming aware of pain and lingering thoughts is the first step to releasing them. With most of Republic City carrying scars from recent wars, the Meditation Tree represents a rare chance to heal.

In practice, few make it a destination to visit. Between the overall caution the Air Nation encourages for traveling the Spirit Wilds in general, and the odd sensations the tree can bring about, few make it a destination. Jinora is known to lead exercises near the tree each dawn. While the movements are airbending techniques, the calisthenics themselves don't involve bending, allowing visitors and the Spirit Wilds' human residents to take part. Sometimes curious spirits investigate and try out the movements. Kai and Meelo have a running bet as to whether the Dragon-Eel Spirit will exercise with them before the end of the year.

Keum Tower

A vine-coated high-rise with a bad reputation

When Wonyong Keum relinquished his deed to the Spirit Wilds, he also turned over his offices to the Air Nation. The Airbenders already had their dormitories on Air Temple Island and largely disliked Keum and his architectural style, so none of them saw much use for the building until people started moving into the first three floors. Most of the new inhabitants are evacuees who lost their homes to Kuvira's invasion.

Keum Tower has become a place of creativity and freedom, along with delinquency. Painted pictures of myriad forms and styles adorn its walls, sometimes in impossible-to-reach places, giving the Tower the appearance of a gigantic art installation (even if it's not quite to the tastes of older generations). Bored teenagers climb the vines, finding new daredevil ways to adroitly fling themselves over precipitous drops. Keum's equipment is regularly picked over for parts or reinvented into new machines and sculptures. It's a unique little community amid the Spirit Wilds, and no one is quite sure if it will survive for the long-term or fold up in just a few years.

Theme

Spiritual Harmony

After ten thousand years, the idea of spirits freely crossing between worlds is no longer legend, but fact; the Spirit Portals are open once more, spirits roam the physical world, and life in both worlds has forever changed. Excitement and anxiety run high. Some people strive to balance the needs of humans and spirits, while others recreate the separation of worlds through concrete. However, the two worlds grow more interconnected every day.

Of course, it's easy to voice high-minded ideals. Actually bridging the gap takes hard work and trust, which is hard to come by. The era of heroes is not yet over, and those who would strive for a better tomorrow must be understanding and empathetic as much as they are strong-willed and stubborn. Fostering trust between humans and spirits requires taking responsibility for actions and harm—harm that may have been entirely unintentional or justified in the moment, but that injured others nonetheless. Healing these old wounds takes overcoming egos and putting aside distrust. More importantly, it takes teaching these difficult skills to others. Despite these challenges, the two worlds are growing closer and stronger together as they listen to one another. Deed by deed, humans and spirits help build harmony.

GM Moves:

- *Present an easy but harmful solution*
- *Reveal a fundamental change to the district*
- *Threaten the balance between worlds*

Notable Figures and Groups

Kanti

A former executive determined to explore the Spirit World in an airship

Born and raised in Republic City's Downtown district, Kanti has commerce in her blood. She is a former executive with Varrick Global Industries who has racked up quite a significant bank account. She left her position at VGI after she disagreed with the new policy to destroy all spirit vine energy research. Now, she has decided to reenact the tour of the Unity; she wants to guide a massive airship named the Harmony through the glowing pillar of the portal and then navigate the Spirit World to each of the other spirit portals, visiting the farthest reaches of the world in one grand trip!

Kanti is not used to being told "no," and she sees those who stand in the way of exploration as fools and cowards. In particular, she doesn't think much of the Air Nation, whose influence she blames for the Avatar's strictures against spirit vine energy and interaction with spirits. She's not interested in hurting anyone, but she also won't let others keep her away from the things she wants. Her drive is indomitable, and she barely listens to those who would talk her out of her plans, if at all. Her drive to pass through the Spirit Portal has set her and her assets on a direct crash course with the Air Nation, and without a clear resolution.

Tokuga

Former Triad boss who's been physically warped by spirits

Tokuga first sprang to the awareness of Republic City when he violently seized control of the Triple Threat Triad, killing their former leader, Viper. He was a prodigiously talented fighter, a chi-blocker, and more than willing to go to extreme ends to get what he wanted. He worked for Wonyong Keum in trying to oust the Air Nation from the Spirit Wilds, but in the process, the Dragon-Eel Spirit transformed him. Now, he has red scales across his face and body, a tentacle arm, and an essence that is both human and spirit. In an effort to try to dominate Republic City itself, he took weapons leftover from Kuvira's attack upon the city, pouring poison out of an airship as a means of intimidation. Avatar Korra and her friends and allies stopped him, sending the poison-spewing airship into the Spirit World where it couldn't hurt anyone—the spirits are immune to poison. The airship crashed, but Tokuga managed to escape into the Spirit World.

He's been at large ever since, trying to determine his next moves, and desperate for vengeance upon Republic City and its people. When he does decide to act against the city, he will almost certainly be able to wreak harm…unless heroes rise to stop him.

The Dragon-Eel Spirit

A fiercely protective leader of spirits who defends the Spirit Portal

When Avatar Korra beseeched the Spirit World for help against Kuvira's violence, this powerful flying serpent firmly refused, seeing Korra's request as little better than Kuvira's exploitation of spirit vines. To the average human observer, the spirit still appears to have reservations about humanity; however, Korra and the Air Nation's defense of the Spirit Portal convinced him that trustworthy humans do exist. Though the Dragon-Eel Spirit lives in the Spirit World, he spends much of his time in the Spirit Wilds, trying to make sense of human civilization.

As one of the strongest spirits in the area, he's sure to respond to dangers to spirits, the portal, and the Spirit World. His reputation for fiercely defending his fellow spirits has made him easily identifiable to humans in the area, and other spirits appear to take their cues from the Dragon-Eel Spirit. Oddly, Avatar Korra still has problems seeing eye to eye with the Dragon-Eel Spirit, although the spirit's at least willing to hear her out. Heroes who find a way to improve the Avatar's relationship with the spirit could gain friends on both sides of the Spirit Portal.

Jinora

The first master Airbender of her generation

Jinora is one of the world's foremost Airbenders. After Harmonic Convergence, she developed one of the world's strongest connections to spirits. This facility with spirits made her essential to protecting Republic City from its most recent threats: UnaVaatu, the Earth Empire, and Tokuga. At only 14 years of age, Jinora is a master Airbender, one of the spirits' leading advocates among humans, and Avatar Korra's guide to the Spirit World.

These days, Jinora lives on Air Temple Island but spends most of her time in the Spirit Wilds and the Spirit World. Some still see her as just Tenzin's daughter, but most know her as one of the few whom spirits and humans trust, putting her in demand for solving local disputes between the two, while the Avatar deals with more global issues. It's a wonder Jinora has time to teach airbending or help humans better understand the Spirit World, but she finds the time. She always has a kind ear to listen to anyone in need of help, especially those seeking to heal their mental burdens at the Meditation Tree. Her friends and family worry that one of these days she'll work herself sick, but she assures them she'll take a break soon and reminds them that her ability to see good in others helped reform her partner, Kai. She is such a voice for change, co-existence, and positivity that many have come to depend upon her when looking to the future of Republic City.

Kai

A young Airbender learning how to trust others

Kai lost his family to bandits at a young age and wound up becoming a thief in Ba Sing Se to survive. For six years, he only believed in himself and the money in his pocket. When others extended trust to him, he found it too hard to reciprocate, and ultimately fled and stole from those who tried to adopt him. But then, Harmonic Convergence changed the world and Airbenders began to return to the Four Nations. Kai was lucky enough to be one of them, and even though he first used his new abilities to complement his thievery, he ultimately found a new home and a new way of life with Tenzin, Jinora, and the Air Nation.

Three years later, Kai is fully at home with his newfound airbending family. And he'll do anything to keep them safe, especially his girlfriend, Jinora. So far, Tenzin's kept Kai from crossing any lines, but Kai still has a tendency to seek effective solutions to problems over, say, legal ones. Heroes looking for an Airbender with street smarts or the will to break rules can find both with Kai.

Plot Hooks

Finding Housing Everywhere and Anywhere

The evacuation of Republic City in response to Kuvira's attack came a few months ago, but its repercussions are still felt citywide. Many of those who left then had no homes to return to, even after the battle was over. Republic City's government has been doing everything in its power to relocate these evacuees, including building new homes... but the situation is still ongoing. Some enterprising, driven, and perhaps foolish officials have come up with a new scheme—rehoming as many evacuees as they can into the damaged buildings of the Spirit Wilds! This started with the success of Keum Tower— as they see it, humans living in an abandoned structure amid the Spirit Wilds successfully—and now they want to expand. Bong Jo, a city official in charge of helping rehome the evacuees, deeply believes in this cause, and he's willing to do whatever he can to help them find new homes. His partner, a structural engineer named Kim Sei, is actually from the area and has always resented the spirit vines—her own family moved away in the years after UnaVaatu's attack. Kim Sei sees reclaiming the Spirit Wilds for humans as an important act in reclaiming Republic City as it once was.

The two of them are working their way through the Spirit Wilds, finding buildings that might be salvageable and making plans to try to burn away the spirit vines and push back local spirits—even though Avatar Korra herself found no success in those endeavors, they think they can make it work by applying a large squad of chainsaw–equipped mecha suits all at once! Kai and other Air Nomads have taken note of Kim Sei and Bong Jo's survey of the area, and though they haven't had an outright conflict yet, Kai is beginning to take measures to mess with their survey—nothing dangerous, but hopefully annoying enough to deflect them until a higher authority, like Tenzin or even President Moon, can intervene. But Kim Sei and Bong Jo haven't yet shown any signs of being deterred!

The Vengeance of Tokuga

After Tokuga's poison terrorist attack on the city failed, he slipped through Avatar Korra's fingers, becoming Republic City's most wanted fugitive. Now the police, the Avatar, the Creeping Crystal Triad, and even his former Triad are all hunting for him...but only on their side of the Spirit Portal. He found himself on the wrong side of the Spirit Portal when Avatar Korra's team last saw him, but that doesn't mean he can't slip back through. Now more than anything, Tokuga wants vengeance on everyone who put him in his current place. He wants to destroy the Dragon-Eel Spirit, and he wants to destroy the Air Nation, Avatar Korra, and all of her allies!

What better way to do that than to use his part-spirit nature to slip back and forth from the Spirit World, causing havoc that leads to spirits and humans blaming each other for the chaos? He can sabotage the nascent Air Nomad dwellings while snagging pieces of human technology and leaving them to pollute the Spirit World. As long as he moves quietly, without drawing attention to himself, he can slowly build the animosity and conflict between the two sides until, hopefully, they'll destroy each other.

Green Meadows

You smell the blue-collar Green Meadows district before you walk into it. Near the tenement apartments, the air bears the crisp scent of vinegar from the vats of pickles cared for by families preserving what they have. True locals in Republic City know to make the trip down the Green Meadow Way for the crunchiest fermented garlic and pickled peppers, the aromas of which call to mind winter stews of childhood. This reputation has earned the district its unofficial name: "Pickle Town." Despite the district's strong folk roots and artisanal skill, Pickle Town is an industrial area at its heart.

The Green Meadows district is the prime example of the extremes of the factory system that drives so much of Republic City. Enormous factories and tenement buildings teeming with activity line wide streets crowded with trucks, overloaded bikes, and workers. Without the factories taking in materials and sending out goods, Republic City would lose a lot of money, and that pressure makes it difficult for political leaders to side with anyone over the factory owners.

After multiple factories were destroyed during the battle with the Earth Empire, Republic City needs Green Meadows and its factories more than ever. That need puts factories under enormous strain. To meet demands, factory owners sometimes cut corners, creating unsafe working environments. Union organizers looking to guarantee safer conditions struggle in negotiations when CEOs threaten to replace skilled workers with desperate people. Some of those workers need their income, no matter how meager, to support their families; they're reluctant to join unions that might require them to go without wages for some time.

In the district's factories, benders tend to perform specialized tasks, earning more than other laborers. This disparity in the workplace leads to some tension within the district, with benders and non-bender laborers often butting heads. But Republic City is on the brink of change. With the drive to unionize and gain better working conditions for themselves, many benders and non-benders have begun to work together for the benefit of all. The situation is far from perfect, but it is progress.

Thousands of people live in the district's tenements, with some families having lived there for generations. In the Green Meadow Towers, children race down the halls chasing paper planes made from old newspapers as the elderly smirk at the carefree joy of youth. Places like Pa's Basement buzz long into the twilight hours as people unwind from their workdays with friends and family. Sometimes the talk includes overtones of rebellion that management wouldn't like, but this is mostly drowned out by a crowded community enjoying a few good pickles together.

Important Locations

Green Meadow Towers

A swath of tenement buildings akin to a small village

Covering over four city blocks, the Green Meadow Towers boast one of the largest housing networks in all of Republic City. Originally, the buildings rose independently, but gradually they consolidated into one giant block. Now, the towers honeycomb through the Green Meadows district, some only a stone's throw from a factory, like a network of artificial tunnels. Because the towers are old, repairs are constant, and outsiders often need a guide to navigate. Chunks of the towers belong to different factories, though locals have connected hallways, entryways, and communal spaces to form their own communities outside factory lines. Factory contractors who work on the towers no longer try to keep the buildings separate, despite their bosses' wishes, lest they face the wrath of an angry granny whose open kitchen is destroyed. Plus, what the bosses don't know can't hurt them. The chaos of an earthbent tunnel looping underground to arrive at stairs that wind upward around bamboo and paper doors isn't for everyone, but the residents call it home and celebrate their own unique cultures.

Whale-Dolphin Dining Hall

Serves delicious food for all at all times of day

While some street food vendors pop up in the Green Meadows district, most people eat in the Whale-Dolphin Dining Hall. The Dining Hall contains the largest single room in the Green Meadows district, serving food at all times of day to accommodate factory shifts. When a worker enters, they register their name and workplace; every family member eats under one tab. There's no limit to how much they can eat in one sitting, and the food always comes fresh, thanks in part to a new factory meal shift every hour. Depending on the hour, delicacies like giant rock-crab soufflé or spicy pickled kelp might be available, and workers jockey to exchange shifts with one another to catch their favorite meal.

The factories of Green Meadows all share the costs of the Whale-Dolphin Dining Hall, ensuring that workers and their families don't have to pay anything extra to eat there. Eating at the dining hall only requires that someone in your immediate family hold down a job in a factory. There are other places to eat in Green Meadows, but most of them are either too expensive or deeply unhealthy, and most families who have privileges there default to the Whale-Dolphin Dining Hall for meals.

Pa's Basement

An illegal meeting place for would-be unionists

Corporations do not control all businesses in the Green Meadows district. Some rare gems remain in the hands of small businesses. Pa's Basement—though operated illegally because the towers aren't zoned for official businesses—is a proud and independent bar that sits in a basement under the eastern wing of the Green Meadow Towers. At Pa's you can rent private rooms to kick back and share a drink, be it tea or something stronger, or you can relax at the bar proper. The reputation of Pa's beverages reaches beyond the Green Meadows district, attracting many aspiring mixologists to come study with the master. Pa encourages experimentation, and the concoctions here can touch the tongue with a stroke of brilliance or a mind-numbing amount of bitter tannins.

Since Pickle Town boasts few establishments with private rooms, union organizers often find themselves at Pa's Basement. If the factories discovered the Green Meadow Union meets at Pa's, there could be serious issues for the illegal establishment, but Pa happily turns a blind eye to the activities and poses as an outspoken anti-unionist by day. Heroes who need some privacy or a clandestine meeting place can find a safe room at Pa's. Alternatively, companions looking to find out where the unions meet to try to help might face an upward battle as the locals protect their beloved watering hole.

Foggy Willow Pickles

Experimental pickles and a local inn

Most small businesses in the Green Meadows district descended through the hands of generations stubbornly holding onto their property. Even as the large factories rose up and the belching smoke pushed away their customers, some small businesses dug in their heels. Foggy Willow Pickles serves as both an example and exception. Once known as the Hongli Family Picklery, the top of the building still houses the Hongli Inn, where rooms can be rented, while the bottom hosts the first new small business in the Green Meadows district in years. Located officially just within the borders of the Green Meadows District, this meeting spot is rapidly becoming one of the more prosperous and hip restaurants for young people. Word of the restaurant's hospitality and experimental pickles continues to spread, and now workers seeking a different kind of pickle rub elbows with the trendy intellectuals of Republic City, exchanging ideas and experiences. Foggy Willow Pickles does have to charge quite a bit to survive, but many are willing to spend their hard-earned wages for the experience.

Members of the Green Meadows Union find sympathetic ears here and use these connections as an opportunity to cultivate support for their movement outside the district. Wai Sanda, a lawyer working in Central District, finds the plight of the workers particularly moving, and lobbies the government to pass laws providing grants to those seeking to unionize. She often attends meetings at Foggy Willow Pickles and is looking for allies to help her fight the corporations who own the factories that are throwing multiple legal roadblocks in her way.

Theme

The Products of Industry

The best intentions can still lead to bad circumstances. Earlier in Republic City's history, factory owners tried to help their employees and themselves by providing housing and affordable dining options—the best of them thought that it would make their employees' lives better. Over time, less noble owners have used the provision of housing and dining as an excuse to lower wages. Pressure from the ever-growing needs of the city and even the rest of the world has forced owners to drive their costs even lower, subsequently cutting corners on safety practices for workers to meet demand, or risk going out of business. Nowadays, most factory owners see these practices as a necessity to ensure the efficiency of their factories, without which everyone would be out of a job. The need to produce for the "greater good" has made some factory owners forget that actual people are making their products.

Still, there's a chance for a brighter future for workers, if they can resist more unscrupulous factory owners using the discord between the unions to their advantage and tightening their grip on the district. The most hopeful of workers and owners believe there must be some way for Republic City to treat workers well while maintaining a factory's ability to produce the items that the city needs.

GM Moves:

- *Call in a debt from a disadvantaged person*
- *Express an urgent need for something from elsewhere in the city*
- *Bring in friends and family who want to help*

Notable Figures and Groups

Karuko

A metalbending union buster

Karuko grew up with two parents who worked in the district. When Karuko snuck into the factory to see their parents work, they were injured when a pile of poorly secured metal poles fell on top of them. Rather than leave Karuko's parents with nothing, the elderly factory owner paid for the child's entire recovery, stating it was the least he could do. Now, Karuko walks with a hinged metal brace on their left knee, but since their childhood they've learned to master the very substance that hurt them. Subtle metalbending smooths their step and hides their pain.

Factories prize Metalbenders, and Karuko has a well-paying job as a factory supervisor. Because of their past, Karuko believes most factory owners want what is best for their workers and for the city. This innate loyalty makes Karuko a natural union buster, and on their off time, they freelance for multiple factories. They convince disgruntled workers that unionists simply refuse to pull their weight and that they're working against the greater good. However, with the growing membership of the Green Meadows Union, the factories now hint that Karuko should take more aggressive measures in keeping would-be unionists in line. Karuko has never relished the idea of hurting another person and has some tough choices ahead. If the heroes are involved with the unions, they'll likely run into Karuko. The heroes might be able to persuade the Metalbender to break from the factories' control, or they might wind up cementing Karuko's resolve to do what must be done.

Hou Yin

Founder of the Green Meadows Union

As an athletic youth, Hou Yin dreamed of being a Pro-bending star, but his bending never came. Instead, his strong back got him a job as a courier carrying goods in Pickle Town. One day while delivering goods from one factory to another, Hou Yin realized that many factories coordinate, and when one factory's workers tried to form a union and strike, the other factories simply sent some of their own workers to cross the picket line. Taking a page out of their playbook, by forming a union for all factory workers, Hou Yin believes there is a real chance for change.

With a few coworkers and longtime friends, Hou Yin founded the Green Meadows Union, but organizing hasn't been without issues. The factory owners noticed his efforts and have already started putting pressure on those joining the upstart union. Known members of the Union have been demoted, had their hours cut, or been fired on the flimsiest of pretexts. Many are afraid to join and wonder if there's any other way to make things better. Hou Yin needs help if his movement is going to succeed. He's considered the Triads, but aid from a plucky group of heroes would be even better. After years working as a courier for the factories Hou Yin is exceedingly well connected, and heroes won't find anyone better in the district to get a sense of who's who.

Lee Jun

A bedraggled factory owner with numerous problems

Jun's parents labored in the Emerald Stoneworks, and from Jun's birth in the Green Meadow Towers, they told her that earthbending meant great things if she exercised discipline. True to her parents' word, her hard work accumulated wealth, and she was able to buy the factory for a fraction of what it was worth, capitalizing on an Equalist riot that damaged the facility. Jun toiled night and day to rebuild and worked on the factory floor personally. Once Emerald Stoneworks was open and producing, its rapid success only grew her portfolio of factories.

In her mind, the unionists whine and beg for more money instead of working for it. People should be happy for their jobs. Unfortunately for Jun, her factories are being targeted by the Green Meadows Union for reform. Jun's factory has become integral to the rebuilding of Republic City, and her profit margins have dropped away over time. If she has to give in to all of the Union's costly demands, she's worried it will lead to her factories shutting down. Despite her issues, Jun is a hardworking factory owner who knows how to get things done in the district and is willing to help those who've proven themselves useful or hardworking.

Sakuru

A plucky journalist researching her final article

Thousands of refugees arrived in Republic City from the Earth Kingdom after the death of the Earth Queen and the ensuing unrest. More than a few of them were years older than someone typically starting factory work. With that cover story, Sakuru easily sorted her way into a job on the factory line. Sakuru is a classically trained journalist with a modest middle-class life, thanks to her work with the *Republic News*. Only a year from retirement, Sakuru has chosen inequality in Republic City's factories to be her last big story. However, her editor refused to sanction a long-term investigation into abuse at the factories, after a smaller article she wrote covering a union protest ended with strike-breakers swinging batons. Sakuru suspects her editor is also worried about the reprisal of the large companies. So now she's using the last of her vacation days, built up from years of tireless work at *Republic News*, to get her latest scoop.

Sakura's probing questions on the work-room floor have more than a few floor-supervisors harboring suspicions about her

Navigating the Towers

Getting around Green Meadows, particularly in the labyrinthine paths of the Green Meadows Towers, is a challenge unto itself! PCs who are unfamiliar with Green Meadows can and should easily get lost, often winding up somewhere they shouldn't have gone. They might be able to **rely on their skills and training** if they have appropriate backgrounds or even bending abilities—an Earthbender with seismic sense might have the skillset to find their way—and any hero can always try to enlist the locals' help. A PC from Green Meadows, of course, would be very familiar with the place and wouldn't have any trouble finding their way!

motives. Through her investigation, she's uncovered intel that a factory mole or two have infiltrated the Green Meadows Union, so she can't go directly to the Union for help. Sakuru needs allies to help keep her identity a secret so she can uncover information lying just beyond her reach, locked in various forepeople's offices.

The Burning Coals

Local muscle who take the law into their own hands

Despite the startlingly low average income of Pickle Town, compared to the rest of Republic City, it also reports low crime rates because most people are too busy working to get up to any criminal activity. When there are criminals in the district, they're usually hired out-of-district by the factories, for intimidation purposes. These people aren't necessarily Triad members but are willing to get their hands dirty for a paycheck.

When regular folk need some hired muscle, they turn to the Burning Coals. Consisting exclusively of denizens native to the Green Meadows district, the Burning Coals consider themselves in the business of street justice, though they operate much the same way other Triads do. Tea Brand Tung, a Firebender who grew up in the shadow of the Most Wondrous Tea Dispensary factory, founded and leads the group. You can recognize a Burning Coals member by the bag of hardened coal they carry on their belts, always ready to be set on fire, slung, or bent at enemies. Since all members grew up in the district, most locals trust them more than even the Republic City police. This implicit trust is cemented by the Burning Coals not requiring ongoing protection fees, but rather taking their payment from those "in the wrong." Recently Tea Brand Tung spoke with her childhood friend Hou Yin about Yin's new Union and offered protection, insinuating that other acts could be done to "encourage" the factories. Hou Yin has so far rejected her offers, but it seems only a matter of time until the unionist is pushed too far.

Plot Hooks

Lee Jun's Gambit

Lee Jun's factories are important to rebuilding the whole of Republic City; they supply key building materials that would otherwise need to be sourced far away in the Earth Kingdom. This is a point of pride for Jun, but it also leads her to push her workers incredibly hard. They are often encouraged to take back-to-back shifts, their breaks are shortened, and there's a company culture of quiet compliance for factory workers who fear losing their jobs.

The profit margins of Lee Jun's factories once enabled her to buy other facilities; nowadays, her choice to work for the city over private clients means she receives far lower fees, and her profit margins have fallen considerably. As a result, Lee Jun doesn't compensate employees very well for their extraordinary efforts. Now, the employees are preparing to slow down work, joining together with the Green Meadows Union to protest until they get fair wages and better working conditions. From Lee Jun's perspective, that would ruin the company and break contracts, which in turn would harm the city.

Lee Jun is going to use Karuko to break the union and make sure everyone complies. Jun has already lied and told Karuko that the unionists are planning something dangerous and need to be stopped by any means necessary. Karuko is ready to do whatever they need to in order to support Jun, even if that means violent force.

Forceful Journalism

Tea Brand Tung of the Burning Coals has decided that it's time to help Hou Yin and the Green Meadows Union. Tea Brand Tung heard the journalist Sakuru claim that she could really put pressure on the factories if she could only have access to documentation showing how they've cut corners on safety locked away in myriad forepeople's offices. Since then, Tea Brand Tung suggested to Hou Yin that she and her allies break in and steal that documentation for Sakuru. Hou Yin thinks the plan is too extreme, but Tea Brand Tung has grown tired of Hou Yin's restraint. She is planning an attack on the Emerald Stoneworks and other factories, staging fires elsewhere to draw the city's emergency responders and other defenses away while storming the factories in force to take what papers they need. The Burning Coals will wear masks to hide their faces, but they'll gladly keep the bag of hardened coal on their belt to ensure the factory owners know who attacked them.

Neither Hou Yin or Sakuru ever wanted this kind of attack, and they could use the help of some heroes to defuse the situation and stop Tea Brand Tung from causing excessive damage to Green Meadows.

Dragon Flats Borough

Dragon Flats is one of Republic City's southernmost districts; it doesn't border the sea, but a tributary running along it makes it vulnerable to the tides of the bay. It was an affordable housing development until it flooded during a particularly bad storm. After the flood, with few Waterbenders or Earthbenders around to hold back the waves and no local funds to rebuild, the area became a slum. Humanitarian efforts to revitalize the neighborhood stalled, industrial development moved on, and Triads moved in.

City Hall vowed to do something about the Triads and the damaged and decaying infrastructure, but pressing matters in other districts always demanded funding first. Dragon Flats received just enough to function, but not enough to repair itself fully. The Triads, then, became a crucial aspect of the district. They wanted to keep it a cheap, downtrodden place they could take advantage of, but the Triad money also helped fill in the gaps left by inadequate government funding…which of course led some government officials to provide even less funding, perpetuating the cycle.

Today, the Dragon Flats Borough has reached its own balance. The community here is one of Republic City's most diverse; it's a place where immigrants and refugees from across the world can afford to live. You can get any kind of food and visit street fairs and celebrations from the world over, as long as you don't mind partying shoulder to shoulder with Triad muscle. Many inhabitants of the Flats work outside the district, some commuting long distances to industrial areas. Those who commute tend to see Dragon Flats as a step up from corporate-owned factory housing in Green Meadows (page 48). For all the flaws others ascribe to the Flats, it's a warm place to those who call it home, where friends and family always have hot tea waiting for you.

Mostly, the rest of the city ignores Dragon Flats. Those who are willing to develop the area must either work around the Triads or with them. The government, especially under President Moon and Mayor Ailani, would love to funnel more money into the district, but with every year, the amount of yuan required to even make a dent grows greater. The police see Dragon Flats as the worst beat in town, a dangerous place where Triads rule. And for organized crime, Dragon Flats is a haven other powers don't reach.

In fact, the role of the Triads in Dragon Flats is an odd one, veering between parasitism and symbiosis. They can be scary, violent, and dangerous, and they often take advantage of anyone they can. Yet they can also provide the resources to help the people of Dragon Flats not only survive but thrive. Everyone in Dragon Flats knows not to mess with the Triads. But everyone in Dragon Flats also knows that if you can't turn to anyone else, the Triads are always willing to listen…though it may cost you.

Important Locations

Ba Mi Tang Dumplings

New headquarters of the Terra Triad

Every Triad has a favorite tavern, restaurant, or gathering place for parties, family events, or just to hang out and relax after a long day of bribery and shakedowns. But due to the Terra Triad's misfortune in the recent crime war, they lost control over the really good seafood place with the famous crispy squid balls. They moved their headquarters to a local institution: Ba Mi Tang Dumplings.

Ba Mi Tang Dumplings serves dumplings, soup, drinks, and a few other items. Historically, their offerings have been passable at best and inedible at worst—although the new chef, Paitong, is committed to remedying that situation. The Terra Triad didn't move here for the food, though. In the past, the fact that no crew wanted it for their own made Ba Mi Tang the only place to safely exchange information between criminal outfits. Here, different Triads swapped details about police movements, criminal activities, and business opportunities in exchange for cash, information, favors, or barter…at least, until the Terra Triad recently made a claim on the place, and those conversations were shut down.

The Terra Triad has begun to use Ba Mi Tang's banquet halls and private rooms as their operational headquarters. They pack stolen goods and information into takeout bags and send it across the city with delivery drivers who easily evade police surveillance.

The Platinum Pool Hall

Headquarters of the Creeping Crystal Triad

The Creeping Crystal Triad's newest headquarters—after their last one was destroyed in the fight with Tokuga—is one of the oldest pool halls in town. It's also a working tavern that serves pretty good drinks: Sikkuak, the new bartender from the Northern Water Tribe, makes frozen beverages in the summer months and doubles as a medic. The Pool Hall's outwardly decrepit appearance scares off a lot of civilian visitors, but non-Triads are perfectly welcome inside as long as they don't start fights, ask questions, stare, raise their voices, forget to tip, or linger when told to vacate a seat or the room. There are also rooms upstairs where Crystals or their personal guests can crash gratis, though non-Crystals seeking accommodations are always told they're full up.

The pool hall functions as Jargala Omo's command center. Creeping Crystal administrators, including accountants and lawyers, regularly visit the pool hall. Jargala is always conscious of whether the Crystals are drawing too much attention to the Platinum, but it has served the Triad's needs quite well so far.

Dragon Flats Reform School

A reform school for the worst students in Republic City

The Dragon Flats Reform School is the pet project of local socialite Ruo Ling. The school originated as an elaborate tax dodge; Ruo planned to spend money on a school for Republic City's worst students, earning both social acclaim and tax credits on her own funds as "donations." No one would check or care what happened to the students, so Ruo wouldn't actually have to make sure the school worked; meanwhile, it would become a monument to her own excellence, beautiful facilities covered in statues of important Republic City figures (including herself). Local teacher Akanah agreed to work with Ruo Ling to build and govern the school because she realized that this plan might actually give her access to Ruo's resources, and she thought she might be able to build an actual institution of value for Dragon Flats.

The school occupies a cavernous, dilapidated mansion once owned by Ruo. The ancient mansion itself is a fenced-off island in the middle of Dragon Flats, and it traded hands many times over the years before landing with Ruo. The vining kudzu covering its exterior is practically the only thing holding it up while simultaneously tearing it down—Ruo thinks it makes the building look distinguished, even though Akanah wants it removed. Akanah doesn't have enough funding from Ruo to spend on everything, though, and she's happy to spend that money renovating important aspects of the building…and paying teachers, hiring the best she can. Many of the Reform School's faculty members were ostracized or exiled from other academies, not out of incompetence but because they protested poor conditions or made an enemy of a wealthy parent. Those teachers are now the backbone of what is a surprisingly strong academic experience, one that has helped many students find new opportunities.

Kya's Free Clinic

A free clinic and neutral ground in the district

When she's in the city, the waterbending master Kya runs a free clinic out of a converted tenement in the middle of Dragon Flats. The clinic provides physical and mental healthcare, preventative to emergency, to a neighborhood that most needs it and can least afford it. Like most public services in the Flats, it's overcrowded and understaffed, and it runs on a shoestring budget.

The clinic is considered neutral ground by Triads and unofficially by the police; combat and arrests are strictly forbidden, by consensus of all forces involved. Damage to the clinic would harm countless innocents and remove a vital resource that keeps the Flats functional. However, to someone who's truly desperate—or someone outside the strict code of honor to which Triads adhere—the clinic is vulnerable. An assassin could find plenty of valuable Triad members inside, easy to kidnap or dispatch.

Kya is one of Republic City's best healers, but the free clinic will always generate more work than she can take on. The clinic is always hiring staff, whether they're security, healers, or community outreach workers. When Kya isn't around, the clinic is run by her chipper assistant and second-in-command Mikomiko, a Waterbender healer who can be quite effective at laying down the law within the clinic if she's pushed too far.

Theme

The Costs and Fruits of Compromise

Through all the conflicts that have rocked the Four Nations and Republic City, Dragon Flats has stayed mostly the same. Things don't get much better...but the neighborhood doesn't wash away either, even when there's a flood. That's because the people of Dragon Flats are well used to compromise, to trading one thing for another: giving up luxuries for a solid meal every day; giving up easy access to the city's most famous locales for a home with your family.

No one who lives in Dragon Flats can afford a hardline, uncompromising stance on anything, really, and that translates to a district where everyone can belong...as long as they are willing to compromise, too. If you live in Dragon Flats, you'll probably see several Triad goons (one of them might be family), people who trace their lineage to at least two nations other than your own, a couple of cops, some rich folks from farther north slumming it, recruiters from half a dozen political parties, and quite possibly even a spirit or two, all on your way home from work. All of them were here yesterday, and you probably ought to count on them being here tomorrow, too. That makes Dragon Flats Borough a particularly diverse place, even within Republic City.

The lesson to be learned here is one of coexistence and compromise, finding solutions to problems that don't involve decisive battles, victories, and defeats. How can you compromise, share, and see the problem from the other person's perspective? Where can you find common ground with someone you thought was an enemy?

GM Moves:

- *Demand a compromise or imperfect solution*
- *Receive aid from an unlikely source*
- *Reveal an unexpected and complicated connection*

Notable Figures and Groups

The Creeping Crystal Triad

An influential triad in Republic City

The Creeping Crystals used to be small fish, based in undesirable and unprofitable Dragon Flats, subsidiaries of the much better established Terra Triad. Then, under Jargala Omo's leadership, the Creeping Crystal Triad betrayed and wrested territory from their former masters. They also invested in the community, pouring money into the people of Dragon Flats and earning gratitude and acceptance—although of course, they don't give out money without expecting favors or interest payments in return. They ran out petty non-Triad affiliated crooks; lent money to struggling businesses; and sent their Earthbenders to reconstruct damaged buildings, including some of the wrecked structures designed to keep the waters of the nearby tributary at bay.

The Creeping Crystals aren't investing in Dragon Flats Borough out of any real sense of altruism; they fully expect a return on their investments. But for so long as they believe that the betterment of Dragon Flats Borough is directly to their own benefit, they may continue to help supply the district and provide it necessary funding and aid.

Jargala Omo

Head of the Creeping Crystal Triad

Jargala Omo will be the first to tell you crime is in her blood. Omo family tradition traces their ancestry to Kyoshi Era *daofei*. They weren't always at the top of the heap, but they always survived, no matter what kind of dirty deal they had to make.

Jargala is a good Earthbender and a better strategist, but her favorite tool is fear. She doesn't scare people because she enjoys it, but because it's practical: it's free, and getting others to do what she wants through intimidation means that she doesn't have to expend resources or get anyone hurt. Of course, a Triad always needs muscle to back up their threats, and the Creeping Crystals have plenty of that—talented Earthbenders especially, many of them won over from the Terra Triad in the recent conflict.

The day-to-day Triad business is still going, after all. Jargala needs to watch the other Triads for threats to her power—especially the Terras, who have been turning up in the streets with a lot of new hardware lately. She also wants to diversify the ranks of her soldiers, especially recruiting new Airbenders in Dragon Flats to her side instead of losing them to the Air Nation or the Terra Triad. Finally, she wants access to the halls of power and connections who can get her into polite conversations with the likes of the mayor and the president. She doesn't care if she's legitimate herself…but the legitimate authorities can do plenty for her if she can put pressure on them.

Steely Ning

Head of the Terra Triad

When the Terra Triad's former leadership fell in battle with the Creeping Crystals, Steely Ning seized power. She's big, strong, tough, and talented at metalbending, but she also promised to outfit the Triad with motorcycles, explosives, and other advanced tech through corporate connections no one knew she had.

Ning's secret connection is to the San Ho Consortium, a trade conglomerate with connections all across the Four Nations. Mysterious businessman and inventor San Ho's current project involves spreading his influence through town and getting revenge on everyone there who wronged him in his youth. Steely Ning thinks she's doing right by herself and her Triad. As long as she follows San Ho's orders, she gets money and a helping hand against any threats to her dominance. But San Ho constantly belittles her intelligence, treating her as a weapon more than a person.

For now, she's content to do what San Ho says and deal with any threat in the most obvious way possible. She's richer and higher ranking than she's ever been in her life…but working for this jerk doesn't make her feel good. But Steely Ning's never been an idea woman, and to get out of the situation she's in, she needs someone with ideas.

Unlike other Triad leaders, Ning is straightforward and direct. If she says she's going to hurt you, she will. If she says you're safe, you are. Heroes looking for a Triad leader who can get things done quickly and efficiently within the community would be wise to make Ning an ally.

Xin

Community organizer in the Flats

When Republic City was founded, Xin's family moved from Hira'a in the Fire Nation to escape poverty. But by the time of Xin's birth, the family's economic situation had improved little, even after years of hard work in construction, transportation, and other essential industries. As a young person, Xin sought new ways to bring in cash, but they eventually wound up in public transportation, operating a streetcar for decades.

During the Raiko administration, Xin retired from the streetcar to become Dragon Flats' "sage": a mentor figure and community organizer who helped anyone and everyone who was in trouble. They've continued in that role ever since. If you need food, shelter, medicine, or friends, and you don't know how to get them, Xin's got you.

Xin acts as a sort of freelance representative for the underdog Flats, negotiating with big businesses, Triads, the Avatar, or even

Water & Mist

Steely Ning, San Ho, and the San Ho Consortium are all detailed in the Korra Era adventure *Water & Mist*, featured in **Wan Shi Tong's Adventure Guide**. Depending on whether you have used that adventure, the situation regarding the San Ho Consortium, the Terra Triad, Steely Ning, and San Ho himself might be pretty different! The description here details the state of affairs right around *Water & Mist's* setting, but without any of the events of that adventure having taken place.

the government on behalf of individuals. When there are two sides, Xin helps the more vulnerable. As the Creeping Crystals solidify their hold on Dragon Flats, Xin finds themself at a crossroads. Jargala has only dealt fairly with them in the past, but any single force dominating the Flats could easily abuse their power to the little guy's detriment.

Heroes with serious business in Dragon Flats should be polite and introduce themselves to Xin. They're somewhere different every day, but any local knows where they are. If a hero is from the Dragon Flats, they already know Xin, and they've helped each other with something at some point.

Kya

Master Waterbender and healer

Kya is the daughter of the waterbending master Katara and her husband, Avatar Aang. Katara broke boundaries as the first woman known to modern history to receive formal training as a master of both waterbending combat and waterbending medicine. Her daughter Kya was part of the first generation of young Waterbenders to learn both disciplines side by side. Kya then traveled the world as a healer before returning to Republic City to support her younger brother Tenzin and Avatar Korra. She now divides her time between the free clinic in Dragon Flats and her ancestral home in the South.

Kya grew up frustrated that the world saw her as just a Waterbender, and not another child of Air Nomad heritage. Yes, she is an expert Waterbender, and she gladly accepted the traditions and culture of her mother…but she has always felt an affinity with Air Nomad culture. Her father taught Tenzin about Air Nomad culture far more than he taught either her or her brother Bumi, but she did internalize some of his lessons about philosophy, meditation, and balance, holding them close to her heart for her whole life. Now, as the Air Nation's growth strains its leadership's time and energy, Kya has stepped up to help teach those same lessons her father taught her, both at Air Temple Island and out of her Dragon Flats–based clinic. Her divided duties mean she's always in need of new hires to help with the clinic and with community outreach.

Plot Hooks

The Triad War

Both the Terra Triad and the Creeping Crystal Triad want to claim full control over Dragon Flats—not only for the influence it brings, but almost as a point of pride. The Terra Triad has suffered losses recently, but they're holding onto pieces of Dragon Flats as best they can, while the Creeping Crystals continue to grow in strength. Their leaders, Steely Ning and Jargala Omo, are both gearing up their people for some big fights...but neither Jargala nor Steely Ning really wants an out-and-out conflict. Both are hoping the other will eventually realize they can't win a broad fight and will quietly depart Dragon Flats. Should they be faced with undeniable provocation, however, Steely Ning and Jargala Omo will have no choice but to start the conflict and target their enemy's establishments, strongholds, and allies with abandon. If that happens, the Flats as a whole will suffer.

Enter the Agni Kai Triad. The Agni Kais would love nothing more than for the Terra Triad and the Creeping Crystal Triad to leave each other in shambles so they could sweep in and finish the job. Zinji of the Agni Kais is looking for an opportunity to trigger the fight between the two sides...and to do that, he's begun to have his Agni Kais infiltrate the district, pretending to be members of the other two Triads. As long as the Agni Kais are wearing the right symbols and getting out of situations quickly, they can move relatively undetected...and now all it will take is for them to provoke one side or the other to start a massive conflict. Fortunately for Dragon Flats, Xin has been watching and knows something is up. Neither of the Triads have listened to Xin yet, but if Xin can convince some heroes to help out, they might be able to stave off a conflict that could consume the Flats.

Teachers and Students

Akanah, headmistress of the Dragon Flats Reform School, has a real problem on her hands. A portion of the main building has collapsed during the night. No one was hurt, but the school is significantly damaged. She can't just fix it with the help of some Earthbenders; the incident dramatically compromised the school's plumbing and electrical wiring, so she needs real construction expertise and equipment. In other words, she needs exactly the kind of help that she can't afford with her budget.

Though no one can prove it, most suspect the collapse was the result of Terra Triad sabotage. Now, the school is exactly where Steely Ning and the Terra Triad want it. Akanah is unable to continue running her school without more yuan. Everyone in the Flats knows that the school's nominal patron, Ruo Ling, isn't going to shell out any more yuan than she absolutely has to. Akanah has already squeezed Ruo for just enough money to hire teachers for two new classrooms—money she promised would go to the "Ruo Triumphant Fountain," a school centerpiece and monument to Ruo's vanity that Akanah hasn't even started building.

The Terra Triad has sent a representative to Akanah to offer their help and support, but Akanah knows that any yuan they offer comes with endless strings attached. She isn't sure what else to do, however, when she needs so much yuan, and fast, just to keep the school operational. She could really use the help of some heroes who can help her find the money, perhaps by persuading Ruo, and who can help protect the school from further Terra Triad sabotage.

The Underground

Tucked beneath the screeching trolleys, hard-packed concrete, and sweeping avenues of Republic City is the Underground—a very unofficial "district" that encompasses much of the space beneath the city. The main section of the Underground is located in two lengthy tunnels dug by badger-moles at the behest of King Wu during Kuvira's attack. There are also various offshoot tunnels connecting to older ruins of the city, known as the Warrens. Most citizens of Republic City know little about the true Underground, seeing it as a place filled with criminals and unsavory folk. But the Underground is as misunderstood as it is mysterious; it's an ecosystem unto itself, complete with its own history and culture.

Tin Town is an Underground fixture, a tiny but thriving community of shacks and shanties illuminated by strings of twinkling lights. Tin Town was once an encampment of unhoused people. Over time, it developed its own codes and unspoken laws. The residents of Tin Town uphold values of communal living, interdependency, and innovation in the face of hard times. Tin Town even has an unofficial "mayor," Yulan, a respected Waterbender.

Earthbent offshoots from the badger-mole tunnels are used by criminals to conduct illicit business, travel quickly, and stow pilfered goods. The most prolific of these criminals is Akemi, a cunning Firebender who runs a food-smuggling ring that caters to both the rich and the poor. Akemi is constantly locking horns with the Badger-Mole Triad, a ragtag group of street rats who see the tunnels as theirs. The Badger-Mole Triad mostly seeks to run underground races, but more and more they believe they must oust Akemi to survive. Akemi is annoyed by the Triad's incursions and hates that he's being outsmarted by children a quarter his age.

The Badger-Mole Triad runs the tunnel racing tracks, a subterranean automobile circuit and new pastime for thrill seekers everywhere (see page 127). Drivers trick out their rides, then go toe to toe in Earthbent courses. It goes without saying, but safety regulations don't exist down in the racing tracks. Republic City police are aware of the fad, but the location of the races is constantly changing, making them difficult to pin down.

Near all of this is a mess of spirit vine roots plunged deep under Republic City. These roots hum with the same energy as the Spirit Portal and intersect the badger-mole tunnels near Tin Town. Few dare go near the labyrinthine mess of roots for fear of getting lost.

The Underground is more than just its shadowy reputation. It is a colorful community of outcasts who have built their own home against all odds: both a network of crime, thrills, and power struggles and a site of spiritual wonder. Enter the Underground and venture into the unknown to find what has never been found.

Locations

Tin Town

A close-knit community of outcasts

A settlement of colorful tents and shared spaces, Tin Town is a patchwork community of Republic City's forgotten. Colorful murals paint the tunnels in a myriad of stars, clouds, and flying dragons. Trash from Republic City is recycled into shared housing structures, equipment, or art pieces. Leaning miniature towers of metal and stone mark points between the tents. These structures are hung with glittering glass that twinkles in the soft glow of each tent's lamps. Inhabitants come from all over: impoverished folks; those displaced by the destruction the Mecha Giant wrought on the city; misunderstood artists; even former Triad members in hiding. In Tin Town, all kinds of folks coexist in scrappy harmony, everyone allowing everyone else to live as they choose.

Tin Town sprang from a group of unhoused people looking for shelter in the sewers underneath the city. They decided to take care of each other and build their own homes under the city. Over the years, the encampment grew to house all manner of folk, with a general attitude of acceptance no matter where someone came from. When King Wu dug the badger-mole tunnels under the city, Tin Town officially relocated to its current location. The entrance to Tin Town, a no-frills hole bored into a slab of concrete, is decorated with the words "All Outcasts Welcome."

Tin Town doesn't have a lot of rules, but everyone who lives in Tin Town follows three rules as a point of pride: "Share food and water," "Don't ask about someone's past," and "Look out for each other." Those in the encampment are a hardy, proud, and resourceful people, skilled at spinning gold from topside refuse.

The Spirit Vine Roots

A tangled web of spirit vine roots deep under the city

Deep beneath Republic City and intersecting with the badger-mole tunnels is a mess of spirit vine roots. The inhabitants of Tin Town, who live closest to them, fear the dense ball of roots that seems to grow and shrink overnight on a whim. Unlike the other vines throughout the city, these seem to have a strange *purpose*, though no one can put their finger on what that might be.

The roots themselves emit a faint glow and reach much deeper than any inhabited feature in the Underground. Few have ventured very far into the mess of roots or the tunnel-like pockets within them for fear of getting lost…or worse. Though no one knows how or why the roots came to be here, fear of the unknown is enough to keep most everyone out.

Tunnel Racing Tracks

Underground racetracks where driver and bender compete to win huge prizes

A thrilling new sport is all the rage in Republic City: tunnel racing! While not legal, per se, tunnel racing is fun, dangerous, and novel—and has accrued a massive cult following. In the badger-mole tunnels underneath Republic City, drivers go head-to-head in dizzying races through loops, drops, and hairpin turns. Each vehicle has one driver and one bender, who bends advantages into the track or attacks enemy cars. To dodge police, the location of the track moves with each race, making the racket's exact location and its major actors difficult to pin down.

All kinds of people swarm to the tunnel races: gamblers, thrill seekers, Triad members, and wealthy visitors from elsewhere in the city. An entire subculture is growing around this sport, complete with its own lingo and discourses. Fans avidly discuss the latest automobile mods, the best drivers, the most exciting tracks. Drivers and their handlers research rivals, form alliances, and sabotage their enemies. Life as a tunnel racer is always dangerous—and never predictable.

Most tunnel racers are Triad members with skin in the game. They make money through prize pots set up by the Badger-Mole Triad, and these are often refilled by wealthy visitors willing to gamble away their money. Just because the tracks are in the Underground, though, doesn't mean the race audience actually participates in the larger Underground community. After the races, Triad members and fans head topside to celebrate their winnings or commiserate their losses, rather than returning to Tin Town with its independent and eccentric population.

The Warrens

Tunnels under the city hiding a smuggling operation

Weaving a latticework under Republic City are the sewers, badger-mole tunnels, and abandoned Equalist hideouts—a crisscrossing network of underground pathways composing a place known as the Warrens. Most people in Republic City know about the Warrens—much of the sewer system of the city goes through the Warrens—but few venture into them. The Warrens hold plenty of nooks, crannies, and hiding spots. Some of the biggest and most hospitable parts of the Warrens play home to groups like the Badger-Mole Triad.

Recently, the criminal Akemi has established a food-smuggling ring using the Warrens as a base of operations. The Badger-Mole Triad resents this. As the primary operators of the tunnel racing tracks, the Triad sees Akemi as a bully encroaching on their territory. In particular, he has had his Earthbenders destroy tunnel racing tracks to keep smuggling paths clear, and the Badger-Mole Triad has, in turn, closed up many of his smuggling tunnels out of spite. Akemi's smugglers are constantly clashing with the Badger-Mole Triad—the Triad performing sabotage and escalated pranks, while the smugglers try to catch the kids and dump them with the authorities above ground. So far, it's a stalemate. Republic City police know that these confrontations are taking place but are largely powerless to intervene—they're not well-equipped for patrolling the Warrens at the best of times. Their authority over the Underground is shaky, and they're unfamiliar with the tunnels.

Theme

The Challenges of Freedom

Within the badger-mole tunnels, away from the prying eyes of Republic City—the police force, the newspapers, the government—you'll find a freedom unlike anywhere else in the city. The dark beneath can be a lonely place, but within that solitude is the chance to live exactly as you choose, without being held back by the rules of others placed upon you. However, those who choose to embrace the freedom of life underground should heed local wisdom, lest they become a danger to themselves and others.

What most in Republic City don't understand is that those who choose to live in the Underground don't want to be part of wider society. They'll venture above when they must, but those in the Underground want to live their own way, outside the rules and restrictions of broader Republic City society. The people in the Underground want only to live their own way without ever harming anyone else; they trust that the rest of the city doesn't want to control the Underground, but rather to ensure the safety and well-being of the people there.

GM Moves:

- *Pursue freedom to ensure greater safety*
- *Throw off overly restrictive chains*
- *Provide reasons for people to trust each other*

Notable Figures and Groups

Yulan

Unofficial "mayor" of Tin Town

Yulan is a second-generation inhabitant of Tin Town. Fiercely proud of her home and roots, Yulan was unofficially nominated by the inhabitants of the town as a de facto leader and a mediator of disputes. Yulan hopes that one day the rumors about her home will be dispelled and everyone will know Tin Town for what it is: a colorful, vibrant community full of innovative people who are thriving despite the odds.

Idealistic, amicable, and eloquent, Yulan is an easy pill for most to swallow—but the rest of her community is not. Yulan is aware of the hurtful assumptions many hold about those who live in the Underground. The Triads don't make things easier either, as sometimes they use the tunnels for criminal activity and then spread rumors blaming the crimes on other inhabitants of the Underground. To prove those stereotypes wrong, Yulan embraces anyone who ends up in Tin Town and always lends a helpful hand if someone finds themselves lost in the tunnels. She has a particular hate for Triads, save the Badger-Mole Triad who've made the tunnels their home, and she goes out of her way to foil the plans of other Triads when she comes across them Underground. In Yulan's eyes, the hardscrabble roots of Tin Town are to be celebrated, not shunned, and her people's hearts are in the right place.

Rinchen

Republic City tax collector with animus toward Tin Town

Rinchen is a Republic City tax collector who took particular joy in his job. Where most tax collectors try to deal with their jobs gracefully, finding creative ways to help those unable to pay their dues to the city, Rinchen is a different breed. He enjoys squeezing money from those too lazy and (as he believes) useless to pay. In his eyes, the city is filled to the brim with people all too happy to leech off the system while giving nothing in return; Rinchen sees himself as a bastion, someone who would protect the city at any costs. He keeps his position largely by staying under the radar of higher-ups, while keeping immediate superiors very pleased with his results, and threatening those who would dare to complain.

Recently, Rinchen discovered that Tin Town has been leeching its power from Republic City's power grid. Though the energy use is minimal—so small that only someone with Rinchen's keen eyes and diligence would notice—Rinchen believes that it is theft nonetheless. To punish them for their theft and secure a lucrative payday for himself, Rinchen is working to evict the people of Tin Town. Coming down hard on Tin Town will be one of Rinchen's crowning achievements.

Akemi

Firebender smuggler in conflict with the Badger-Mole Triad

Akemi is a Firebender who runs a food-smuggling ring in and out of Republic City using the Warrens, specifically the badger-mole tunnels, as his primary base of operations. Vengeful, whip-smart, and extravagant, Akemi loves to make an example of his enemies—and look good doing so. He disdains the Badger-Mole Triad not just for threatening his business by misusing and altering his smuggling tunnels, but also because they're *children*. It frustrates Akemi to no end that *children* are giving him the runaround, and he struggles to keep his composure when reminded of the fact.

Akemi carefully monitors every agricultural pipeline coming in and out of Republic City. He has contact with hundreds of vendors and is clever with his business. Akemi will go to extraordinary lengths to kneecap any potential disruptions to his enterprise. Akemi's business started with smuggling fresh food into Tin Town, a market hungry for reliable nutrition. Akemi has since expanded his ring to include exotic and endangered offerings for Republic City's rich and eclectic: glowing lobster-crab, cactus juice, and turtle-duck shell to name a few.

Akemi is ambitious. Ultimately, he wants to own Republic City from the shadows and believes that food is the way to go to achieve this. Having grown up poor and unhoused on the streets of Tin Town, Akemi knows the value of a good meal: "If you want to control someone, feed them."

The Badger-Mole Triad

Street kids banded together to run tunnel races

The Badger-Mole Triad comprises scrappy street kids. Most hail from the same orphanage, but all unhoused and hungry children are welcomed with open arms. The Triad functions like a family and is led by Hibiki, the eldest member who cares for all the other kids and calls the shots. The Badger-Moles operate the tunnel racing tracks, an illicit enterprise that nets them yuan with every event. Generally speaking, the Triad is on good terms with Tin Town and other downtrodden folk, but their ultimate allegiance lies with each other. They don't like or trust authorities, cops, adults, or rich people.

Hibiki is a fiery, dependable, and generous leader who takes full responsibility for the Triad's mistakes but credits other members of the Triad for victories. Triad members are fiercely loyal to Hibiki and would do anything for him; Hibiki knows this and never asks for too much. With so much riding on his shoulders, Hibiki has grown wise beyond his years and rarely gives himself a break. Everything Hibiki does is for family, and he's constantly worrying about his siblings. While other Triad members focus on living in the moment, Hibiki frets over the future, wanting to secure a good life for his family. Aside from trying to quash Akemi's smuggling ring, Hibiki also has a lead on a legitimate track the Badger-Moles could buy to establish a real future for themselves. However, the Badger-Moles can't buy the track alone and need help in order realize their leader's dreams.

TUNNEL RACES?

The underground tunnel races hosted by the Badger-Mole Triad are fleshed out quite a bit more in Chapter 5's adventure, *The Quick and the Quarrlesome*. If you're looking for a good way in to the tunnel racing scene, start there—especially because it has the potential to end in a few different racing scenes, from the Badger-Moles taking over their own official aboveground racing track to the Harmony Park Speed Arena becoming a new centerpiece to Republic City's racing scene. The rules in Chapter 3 about racing (starting on page 81) give you all the guidance you need to run your own tunnel races, too!

Yuki

Eccentric inventor seeking answers from spirit vine energy

Yuki is a plucky Southern Water Tribe inventor who found herself an inhabitant of Tin Town after quitting her corporate job. Yuki chafed under the restrictions set out by her employers at Cabbage Corp and needed the room to follow her bliss, inventing whatever she saw fit. Unfortunately, this exuberant creation and lack of financial planning meant she fell on hard times, and without a family or network to catch her when she fell, she ended up in Tin Town. Among the inhabitants of the town, Yuki has accrued something of an…*eccentric* reputation, thanks to her erratic and sometimes confounding personality. She carries all manner of bizarre implements around—dowsing rods, hygrometers, water sensors, even bones—and has no qualms about using them. Locals joke that Yuki is like an overflowing river—always babbling, with nowhere to go. It's hard to say whether Yuki is unaware of her reputation or she just doesn't care. Either way, one thing is undeniable: she's a genius.

Yuki's passion is studying spirit vine energy. Though it's a taboo topic, she's made it a point to learn everything she can about this new power source and the practical implications it could have. Her current plan is to try to harvest power from the spirit vine roots underground to help power Tin Town, making the encampment self-sufficient. Yuki is driven by one thing, and one thing only: the drive to innovate. And she will stop at nothing to pursue that innovation. Anyone looking for in-depth knowledge on the spirit vine energy will find no better source than Yuki. She's spent a long time studying its secrets and is happy to share what she knows with any like-minded individuals.

Plot Hooks

The Missing Inventor

Yuki believed she could get Tin Town off Republic City's power grid by using spirit vine energy. Her theory was that rather than cutting up and harvesting the vines, she could do something she referred to as "plugging in" the town to the spirit vine roots under the city. However, there were so many unknown variables to her plan. To determine if it was really feasible, she needed to explore the spirit vine roots and run a number of tests on them.

The inventor did just that…two weeks ago! She hasn't been seen since. Her neighbors are worried about her; sure, the woman was a little bit weird, but she meant well and was a useful, ultimately positive part of the encampment. Now Yulan is looking for someone to go out and find what happened to Yuki. No one in Tin Town has the experience to deal with whatever they might find at the roots, and Yulan doesn't want to go to the Air Nation for help because she's worried that if they discover what Yuki was trying to do (and find her) they'll shut down her experiments. Maybe spirit vine energy is dangerous, but it may be a way for Tin Town to become totally self-sufficient, and she can't pass that up.

Sabotage

Jiawei is a soft-spoken doctor who moved to Tin Town a little while ago. As a prosthetist, his talents are direly needed; many residents of Tin Town are disabled and require high-quality prosthetics and orthotics. Jiawei himself is also disabled, using a prosthetic of his own design for his left forearm. His pro bono practice and compassion have earned him the trust of the people of Tin Town. During the day, Jiawei keeps a low profile, but when the evening lights flicker on, signaling a nighttime cycle in the absence of natural light, Jiawei dons his mask and slips into the shadows of Tin Town.

Jiawei is not who he seems to be. In reality, he is a spy for Pakuk (page 25), the vice-president at Cabbage Corp. Behind the backs of his Cabbage Corp colleagues, Pakuk hired Jiawei to sabotage Tin Town's infrastructure, to stage natural disasters, and to induce a mass exodus so that Pakuk can pitch the company to build a mech fabrication base in the Underground. A talented engineer and mechanic, Jiawei is a prime candidate to perform Pakuk's subterfuge—plus, Pakuk has dirt on Jiawei. Jiawei is a former Equalist who served directly under Amon; he lost his arm during his terrorist past. The Cabbage Corp VP pulled some strings to get Jiawei out of prison, so the ex-Equalist owes Pakuk.

Equipped with a specialty toolbelt, Jiawei sabotages certain homes by removing supports, applying corrosive chemical agents, or even planting explosives. He is careful to time collapses for when people aren't inside, striving to minimize injuries whenever possible. So far, Jiawei's hand in these disasters has gone unnoticed. Still, some have moved out, exactly as Pakuk wants. Soon Tin Town will be empty and the space his for the taking.

CHAPTER 3

THE WAY OF THE FUTURE

第三章

CHAPTER 3

This chapter contains details on several aspects of Republic City distinctive to this era. Each of these three aspects—Pro-bending, vehicles, and mecha—comes with a bit of history and setting material, as well as new rules and mechanics for incorporating them into your game with greater detail.

Republic City is one of the most important cities in the entire Korra Era—the centerpiece of the United Republic and a bastion of progress, technology, and innovation. Many of the most important, defining inventions of the era are centered here: Pro-bending, automobiles, and mecha.

A quick summary of each:

- **Pro-bending** is the favorite sport of Republic City, a three versus three contest of benders trying to knock each other out of a hexagonal ring!
- **Automotive vehicles** are fast, gas-powered machines filling up Republic City's streets, and potentially reaching truly incredible speeds with the help of tinkering mechanics!
- **Mecha**, largely divided between suits and tanks, are enormous, powerful, advanced prosthetic machines that can give a single driver enormous capabilities, from enhanced strength to weaponry like chainsaws!

This chapter is devoted to those three important aspects of Republic City (and, in turn, of the Korra Era).

If you plan to play a game in Republic City, this chapter will help you introduce the complexities of these technologies and practices into your game…but they aren't intended as requirements! Even though Republic City in the Korra Era has automobiles, mecha, and Pro-bending, your particular game might focus on one or even none of these elements. If no one is interested in Pro-bending then there's no reason to introduce those rules into your game. If you'd prefer to keep your game simple and use mecha just as a descriptor for how some foes fight, then the base rules included in the **Avatar Legends: The Roleplaying Game** core book will suffice.

The rules and ideas included in this section are intended to flesh out your game and give you the options to foster stories and new conflicts—they're not here to demand constant usage! Think of this chapter as adding more tools to your toolbox to help create an awesome and exciting game set in Republic City! You might not need the tools in this session of play, or the next, or the next…but then if you discover that the PCs might engage in a chase scene with their Triad foes, the vehicle rules in this chapter have you covered!

Other Settings

The elements described in this section are tied to Republic CIty and the specific time period of the Korra Era, but that doesn't mean they can't possibly show up in other settings. Just like technology training, the specifics of how these elements can show up change based on the place and the time, but they often still exist. This section is here to help provide some guidance on how to use Pro-bending, vehicles, and mecha in other settings.

Other Places?

Vehicles, mecha, and Pro-bending can crop up anywhere in the Four Nations. When using them, think about how these elements express themselves in your chosen setting. Make sure to ask the players with PCs from these areas for their own experiences, too—filling out these details is a great way for the players to define their characters and flesh out their world. If you're interested in introducing these elements into other places in the Korra Era, think about the following ideas.

Pro-bending in Other Places

Pro-bending is a thrilling sport that only grows in popularity year to year...but in its best possible form, it depends on its host cities having the resources to build full arenas, and on a diverse population with Firebenders, Earthbenders, and Waterbenders enough to fill a league. Nowhere is quite as well positioned for Pro-bending as Republic City, but , there are places in every nation capable of supporting their own leagues. In particular, such leagues are usually centered around major cities like Capital City in the Fire Nation, places with plentiful resources.

Automotive Vehicles in Other Places

Automotive vehicles are such a fantastically useful technology that people and places across the world are eager to adopt them, even as some people resist the changes they bring. Vehicles can likely be found nearly anywhere in the world, though they grow considerably more rare the farther from population centers that you travel. Some places face difficulties of adoption—it's not as if Hari Bulkan was built to accommodate four-wheeled combustion vehicles, after all—but there is widespread interest in expanding the technology and its accessibility through the world.

Mecha in Other Places

Mecha tanks and suits are the newest technologies out of those outlined in this chapter, and as a result, they aren't yet nearly as widespread as vehicles. Even Republic City has only begun using mecha widely in civilian purposes relatively recently. But other nations have seen the efficacy and power of mecha, especially for military purposes; the Northern Water Tribe used mecha tanks as part of its occupying force during the Water Tribe civil war just a few years ago. Most commonly, mecha will show up in the hands of militaries and state-sanctioned actors.

Other Times?

The three elements covered in this chapter—Pro-bending, automotive vehicles, and mecha—are all widespread in the Korra Era. In prior eras, they might not exist at all, or at least be much rarer. If you're interested in introducing these elements into prior eras of play, think about the following ideas.

Pro-bending in Prior Eras

Pro-bending, as it is understood in the Korra Era with all the shared rules and traits, didn't widely exist more than a couple decades before the era's setting. But many groups were experimenting with the rules and their own styles of play for years and years; it's possible they play some proto version of modern Pro-bending! What's more, with some adjustment on your part, the rules presented in this section can reflect some of the other competitions that might define your setting.

Automotive Vehicles in Prior Eras

The engines and machinery required for automotive vehicles has existed, at some level, since the Hundred Year War Era, when the Fire Nation created moving vehicles of war for their invasions. Those vehicles were generally nowhere near the kind of speed-focused racers that can be produced in the Korra Era, but there always could have been exceptions as long as they fall within the technological limits of the era. If you're playing in the Hundred Year War Era or the Aang Era, you can easily add a couple vehicles here and there, though they are still far from common or available to the average person.

But in eras prior to the Hundred Year War, automotive vehicles are practically non-existent. In these cases, the rules might be used to reflect equivalent, non-automotive vehicles—odd bending-powered contraptions, for example—but anything that looks like an automotive vehicle is utterly extraordinary and unique. A technologist PC might have their own contraption that mimics a motorbike, but they are likely the only one!

Mecha in Prior Eras

Mecha are a very young technology, with the first mass-produced mecha tanks developed by Hiroshi Sato for use in the Equalist uprising just a couple years before the Korra Era setting. That means in any prior era, mecha were more or less completely absent. Perhaps a rogue inventor genius might create something akin to a proto-mecha in a prior era, but such an invention should be incredibly rare, if present at all.

Introducing the Way of the Future

To use this chapter, you can read straight through to get a sense for each individual element, but you can also flip specifically to the section that you are interested in adding to your game. Players and GMs should work together to talk about which elements they want—after all, if one player is interested in Pro-bending, but no one else wants to play PCs on a Pro-bending team, best treat it as an element specific to that character than as something all the PCs have to participate in. Here's a bit of guidance on how to introduce each of these elements.

Introducing Pro-bending

The easiest way to introduce Pro-bending is at the very beginning of your game—with the PCs all connected to a Pro-bending team! The key element for the way these rules treat Pro-bending is that all the PCs are on the same team, so it's always possible for the companions to decide to become a Pro-bending team during the game. The best times for such a transition are usually after a season is complete (see **Chapter 9: Seasons & Campaigns** in the core book).

The Pro-bending rules begin on page 64!

Introducing Vehicles

Vehicles can show up at any given time in your game—for example, you might suddenly find yourself in a heated car chase with a Triad, and the vehicle rules would be of use! But in particular, GMs and players should be aware of whether or not you're making these rules and systems available as soon as possible. Some players will choose to make mechanically-minded vehicle tinkerers if they know they get to customize their own vehicle with these rules!

The vehicle rules begin on page 78!

Introducing Mecha

Mecha are all over Republic City now, both older, repurposed models and new designs developed for a myriad of purposes; they have a lot of utility for work like construction, for example, and they are still quite powerful and capable in combat. That means mecha, like vehicles, might show up throughout any game set in the Korra Era. GMs and players should decide, when mecha first appear or prior to that moment, if they want to use these rules for mecha or simply treat mechas as the fictional tools PCs and NPCs use in a fight—after all, these rules tend to make mecha and mecha pilots quite a bit more dangerous. In turn, a player might want to make a mecha pilot of their own to take advantage of these rules if they know they're available!

The mecha rules begin on page 94!

PRO-BENDING

Pro-bending is the premiere sport of Republic City, featuring two teams in an athletic competition of skill, determination, and luck! A Firebender, an Earthbender, and a Waterbender go head-to-head in an arena over several rounds, and only one team can win! Republic City is home to the massive Pro-Bending Arena in Yue Bay where, during the play season, thousands of fans come to see matches from the stands on a weekly basis. Some view it as a frivolity, little more than an entertainment, but the way that it integrates three different styles of bending into a single coherent modern sport shows Republic City's unique capacity for co-existence and synthesis.

History of Pro-bending

The exact timeline for Modern Pro-bending is fairly fuzzy—so far, no one has assembled specific documents that record exactly who founded the sport and when, most likely because it's not that simple. Pro-bending and its success were interwoven with modern technologies, especially the radio. The radio allowed announcers like Shiro Shinobi—famous announcer of the games at the Golden Temple in Yue Bay—to broadcast the games, building excitement and interest at a large scale, well beyond the audiences who could actually watch a game in person. That interest is exactly what fueled greater fame for the players (and eventual corporate attention), ultimately building Pro-bending into a lucrative sport with real funding behind it.

Other technologies have played a crucial role in the changing nature of Pro-bending, as well. Early Pro-bending rings lacked the stone-disc dispensers and the water runnels around the arena, for example. Local organizers had to find other ways to supply benders with their materials, including allowing Waterbenders to carry water-satchels or simply placing the arenas upon earth for the Earthbenders to use. Fans and participants in the sport generally hold that modern arenas enable precision and focus, in turn demanding greater skill on the part of the players.

Just as the ring's development itself altered the sport over time, so too did the refinement of the rules. Earlier forms of the sport were more dangerous—for example, they might not have required padding by default, and might not have prohibited headshots for firebending and earthbending. Modern Pro-bending still has its fair share of injuries, but much of the work of the referees has been to ensure the safety of players and spectators!

All of these developments have made Pro-bending an integral part of Republic City, and it only grows in popularity across the Four Nations, hastened by the advent of modern advertising. Most Pro-bending teams are sponsored by corporations, and some corporations have even sponsored individual players! There are fan clubs devoted to teams and specific players, along with a vareity of leagues, including recreational leagues, school teams, and semi-pro development leagues. Nearly everyone in Republic City has seen a match, and many citizens can find common ground discussing their favorite teams, the season, and so on.

Rules of Pro-bending

In modern Republic City, Pro-bending has codified, clear rules maintained for every match. There are some variations, but the movement to standardize Pro-bending across the world, to ensure all participating teams can play each other on equal grounds, has led to these rules having widespread pickup. If nothing else, in Republic City, anyone who goes to a game can expect to see a match that conforms to these rules—ignoring a few instances of cheating or skullduggery, of course!

The Platform

Official Pro-bending matches take place on an elevated hexagonal platform that sits over a pool of water. The sides of the platform are bound by rope and players can be knocked off the back The ropes often save players from falling but can also be used to pull off trick shots due to their elastic nature.

The hexagon is divided in half. Each half (one red, one blue) is further divided into three zones that light up when a team can advance forward or when the referees, who officiate the match from the sidelines, need to signal a penalty. Zone 1 on each side is the zone closest to the center; zone 2 is the zone in the middle of each team's territory; and zone 3 is the zone closest to the back open edge of the platform. The earth and water required for the benders is supplied by the platform itself; Earthbenders pull stone discs from dispensers scattered evenly across the arena, and Waterbenders can draw water from grated runnels traversing the arena.

There might be arenas that use simple boundaries instead of a raised platform over a pool of water, or that don't have the same electrical lighting as in Republic City's arena…but every Pro-bending arena has to provide the discs and water runnels for bending. Without those, the arena doesn't conform to standards!

The Match

A Pro-bending match consists of three 1-minute rounds. At the end of three rounds, the team that won the majority of the rounds wins!

How to Win a Round

In Pro-bending, each team tries to claim their opponent's territory by knocking the rival players backwards off the platform entirely! When a player is knocked onto or past the line of the zone behind them, they must stay within the boundaries of that zone; essentially, as players are knocked backward, they lose forward position and are more likely to give ground to their opponents. Once all three players on a team have been knocked into the zone behind them, the opposing team gets to advance forward one zone, even into their opponents' territory. If a player gets knocked off the back edge of the hexagon, then they are out for the rest of that round. (If all three players on a team get knocked out within the same round, it's a knockout—see **How to Win a Match**!) If a player knocks another player off the roped sides of the hexagon, then it's a foul—the attacking player's team must retreat one zone.

How Important Are These Rules?

Before incorporating the sport of Pro-bending into your game, it's important to understand the rules of the sport to a basic degree. Pro-bending is full of ups and downs, and this streamlined roleplaying game version of Pro-bending mimics the experience of playing the sport without having to simulate entire matches. That said, framing what happens during roleplaying within the trappings of the sport as depicted in *The Legend of Korra* will help players immerse themselves in the narrative even deeper! Use these in-fiction rules to inspire your descriptions and stories, but don't be afraid to offer "unofficial" Pro-bending matches with their own unique rules.

The game plays like a bit of a tug of war, with the two teams pushing against each other to try to take territory on the other side. The team that has gained opposition territory at the end of the round wins that round. If no territory has been ceded by either team, then the team with the most players remaining on the platform wins the round. If both teams then have the same number of players, it's a tie, leading into a faceoff!

Ties and the Faceoff

Faceoffs only happen when a round ends with neither team having claimed opposition territory, and with both teams having the same number of players still in the arena. They're rare, but very exciting! The winner of a coin toss decides which element to use in the faceoff round. Each team sends the bender that specializes in that element to the center of the platform, a circular area that rises above the platform's surface. The faceoff, and thus the round, is won by the last player remaining on the platform. In addition to bending, players can grapple and throw but not strike—no punches, elbows, knees, kicks, or headbutts allowed. In the event that both benders are knocked off the circle, the bender that touches any platform element first loses the round.

How to Win a Match

At the end of the three rounds, the team who won the majority of the rounds wins. This is the most common way to win a match. However, a team can win another way—by knockout!

The match ends immediately if a team scores a knockout—knocking all three players from the opposing team off the platform within the same round, before the timer sounds and the round ends—at any point in the match. Many overconfident teams have gone into the third round with a dominant lead of two rounds to none only to have all of their members get blasted off the platform in the final round! Knockouts are thrilling and exciting conclusions to the matches, although they can also lead to early upsets; remember, a team can win by knockout even in the very first round of a match.

Benders

Each team fields three benders, one for each of the different elements except air. (Airbenders aren't officially allowed to compete yet, but that might change in the future!) Each of the sanctioned elements has different rules governing their usage during a Pro-bending match. This section is a reference for all of the elements and the rules that apply to benders of these varieties. Note that the **Forbidden Techniques** section doesn't mention already extremely rare or illegal techniques, such as bloodbending or combustionbending—any techniques like those are automatically considered unacceptable!

Waterbenders

Color: Blue
Source: Grates surrounding current zone
Duration: One second or less
Headshot Allowed: Yes
Forbiden Techniques: No steambending or icebending

Water circulates beneath the platform in troughs and can be bent by Waterbenders up through the grates that demarcate the zones. Waterbenders are the only players allowed to hit their opponents in the head but they must use water in its liquid state—steambending and icebending are prohibited—and limit sustained streams of water to under a second in duration. Waterbenders can only access the water from the grates directly in front of or behind the zone they're in—they are not allowed to bend the water from the pool below the platform. Waterbenders have blue patches on their headgear and wear blue sashes to identify them.

Earthbenders

Color: Green
Source: Discs from current zone
Duration: N/A
Headshot Allowed: No
Forbiden Techniques: No sand/dustbending, no metalbending

Rock discs rise out of holes strategically placed on both sides of the platform, providing ample ammunition for the Earthbenders on either side of the platform. They can bend several of these individual discs at once if skilled enough, but not as a stack. Earthbenders are not allowed to direct attacks towards their opponents' heads. They are also not allowed to metalbend any part of the platform nor are they allowed to bend any of the sand or dust that may result from the discs breaking. Earthbenders can only use the discs supplied from the zone they are currently in. Earthbenders are identified by their green helmet patches and waist sashes.

What about Airbenders?

Currently, airbending is not in Pro-bending and even Avatar Korra was forbidden from airbending during a match. Post-Harmonic Convergence, Airbenders are still not allowed in formal Pro-bending matches. In response, Dalisay, a new Airbender, has created her own form of Nomadic Pro-bending and it has been gaining traction among Pro-bending fans. See Dalisay on page 31 for more on an Airbender trying to add airbending to Pro-bending!

Firebenders

Color: Red
Source: Self-generated
Duration: One second or less
Headshot Allowed: No
Forbiden Techniques: No lightningbending

Firebenders are unique in that they are the only Pro-benders who can produce their own source material to bend. Like Waterbenders, Firebenders must limit their blasts to one second bursts or less. Like Earthbenders, they cannot aim blasts towards their opponents' heads. Firebenders are restricted from lightningbending during competition. Firebenders wear red sashes around their waists and have red patches on their headgear as part of their Pro-bending uniform.

Injured Benders

Due to the intensity of the sport, it is almost inevitable that a player will get injured. The referee stops play when this occurs so officials can tend to the injuries and make a determination on the player's ability to return to the game. If they deem a player too injured to continue, their team must complete the remainder of the match without a substitute player.

Incorporating Pro-bending

Fitting Pro-bending into an adventure as a backdrop, a PC's background, or an event in which the PCs participate is relatively simple. It takes some planning from the GM and some additional moves to bring the high impact moments from Pro-bending to the table, but it can provide you with whole new stories and sources of drama.

The Team

These rules are designed with the assumption that the companions are either on or are supporting the same team. Playing with PCs on opposing teams is very hard in many ways, not least in that it has a strong chance of fracturing the companions. If for whatever reason it makes the most sense that the PCs are on opposing teams, don't play through Pro-bending matches with the systems detailed here—focus on their other heroics, perhaps ultimately leading to those PCs joining up on a brand-new team.

Similarly, even with only three official slots on any given team—Firebender, Waterbender, and Earthbender—there can be other PCs supporting that team or acting as substitute players. PC technologists might design training equipment and supply the team; PC weapons-users can be fantastic coaches; PC Airbenders might provide new modes of action and thought to the team, as well as perhaps investigate other teams; and so on. Each PC should be "on the same team," acting in support of the others, even if they are not one of the primary players.

Teams also need names, so get creative! Many pro teams are named after the city they represent and one of the many hybrid animals found across the globe. That is a time-honored model, but with corporate sponsorship, anything is possible!

Matches

Individual matches are often important climaxes in a Pro-bending story, but don't play through each moment of the match. If elements of the match play an important role in your story, but the match itself does not, then you can play out actions using the normal rules and guidance of **Avatar Legends: The Roleplaying Game**. For example, if the companions believe a dangerous Triad enemy plays for the other team, then they can investigate that situation through standard play in-between exciting matches.

In general, each PC "on the team," including the actual Pro-benders and their supporters, makes one move during or before each match. The actual Pro-benders usually make Highlight Moves, and the non-Pro-benders make Arena Moves. Arena Moves help set the stage for the in-arena action and give more narrative gravitas to the outcome. Highlight Moves help determine the actual outcome of the match, allowing the players to narrate how the match was won or lost.

If a Pro-bender PC wishes to make a single Arena Move, they may do so (in addition to their Highlight Move), but they must mark 2-fatigue in addition to all other costs.

Match Summary

Here's a very short summary of how this game abbreviates Pro-bending matches:

- PCs involved with Pro-bending in any way get to make Arena Moves and/or Highlight Moves.
- Arena Moves resolve actions taken before or during the match, but outside of the actual match itself—things like getting the crowd to cheer or gathering intel on the opposing team. These can be taken by any PC, but they are usually taken only by the non-Pro-benders; if one of the actual competing Pro-benders wants to make an Arena Move in addition to a Highlight Move, they must mark 2-fatigue in addition to all other costs.
- Highlight Moves resolve the individual rounds of the actual match. During each round of the match, the GM selects one competing Pro-bender PC to make a Highlight Move. That PC decides which Highlight Move to make and rolls with the appropriate modifiers. Each round requires a different competing Pro-bender character to make a Highlight Move.
- Every time any Pro-bender on the team makes a Highlight Move, they mark that move on a list; the team as a whole can never make a marked Highlight Move. The team clears all marks on the list after they have marked nine different Highlight Moves as a whole, or after the season is over.
- Some Highlight Moves end in a faceoff, a special one vs. one move to resolve tied rounds.
- Matches are won by the team that either wins two out of three rounds, or by the team that gets a knockout—an instant win—based on the results of the Highlight Moves.

Arena Moves

Arena moves represent "out-of-match" actions that the PCs can take to affect the match and support their own team. Any PC might make an Arena Move either before the match, or even during the match if appropriate.

These moves can be triggered by any PC, but they're most likely to be used by PCs not directly involved in the match itself. No matter the reason why they cannot participate (e.g., they cannot bend, they've been banned from playing the sport, etc.), PCs not up on the platform can use these moves to still be involved in the match somehow.

The GM needs to shine the spotlight on the non-Pro-bending PCs by creating narrative space for them before the match, during the match, and even between rounds. Most of these moves can be used at many times—you can **pursue a scouting report** in the middle of a match, for example, just as much as you can pursue one before a match.

Be Aggressive!

When you **hype up the audience in support of your team with sidelines antics**, make up a rallying cheer and roll with **Passion**. On a 7–9, you succeed and the Pro-benders appreciate your efforts; pick one Pro-bender on your team to clear a condition of their choice. On a 10+, you whip the crowd into a frenzy! All Pro-benders on your team can clear a condition of their choice, and you may shift your balance as you choose. On a miss, the crowd responds to your attempts with disdain and contempt! This causes your team to lose some confidence—each Pro-bender on your team must mark a condition of their choice and explain how the lackluster cheering makes them feel.

Scouting Report

When you **scout the opposing team by analyzing their strengths and weaknesses, listening to rumors, watching closely, or otherwise gathering information**, roll with **Focus**. On a hit, you can convey your learnings to help your teammates determine what they should look out for or take advantage of in the match. On a hit, you learn one unknown Advantage or Weakness of the opposing team, if there are any. On a 7–9, pick one from the list below. On a 10+, pick both.

- Your team carries +1 forward against the opposing team for **Over the Edge**, **Down and Dirty**, or **Trash Talk**
- Your team holds 1. Any Pro-bender can spend that hold on a Highlight Move to choose a 10+ option, even if they didn't roll a 10+.

On a miss, you inadvertently discover a massive advantage the other team has—one that they are about to deploy! When they deploy their advantage in the next round of Pro-bending, they get to choose which PC makes a Highlight Move and which Highlight Move that PC must make, ruthlessly targeting the PC's weaknesses!

Motivational Speech

When you **rally and unite the whole PC team with a moving speech**, roll with **Harmony**. On a hit, your speech succeeds. All PCs listening to you either clear one condition or become *Inspired*, their choice. On a 10+, pick an additional option from the list:

- All PCs listening to your speech clear an additional condition
- Your team carries +1 forward against the opposing team for **Take One For The Team**, **Hold the Line**, or **Come From Behind**
- All PCs listening to your speech become *Prepared* until they next mark a condition

On a miss, your speech doesn't coordinate the team as you had hoped—they each must mark a condition or shift their balance away from center, their choice.

Unconventional Training Program

When **you use novel training practices to improve the team's Pro-bending skills before a match starts**, roll with **Creativity**. On a 7–9, your novel training practices take hold; choose one from the list below. On a 10+, choose two.

- All PCs who went through your training clear all fatigue before the match starts
- Each PC who went through your training holds 1. They may spend their hold during the match to take +1 forward against the opposing team when using **Hail Mary**, **Trick Shot**, or **Razzle Dazzle**
- All PCs who went through your training may shift their balance up to two steps in whatever direction they choose

On a miss, your esoteric training methods fail to produce tangible results. All Pro-benders who went through your training mark 2-fatigue before the match starts.

Place Your Bets

When you **place a bet on your team's success (or failure)**, tell the GM what result you are betting on and what you hope to earn—for example, enough money to buy a vehicle, enough money to buy a piece of equipment, enough money to bribe someone, etc. The GM will tell you what you must wager. If the outcome you predict comes to pass, roll. On a hit, you can collect your winnings. On a 7–9, you earn the ire of your bookie; they're likely to watch you more carefully and demand a higher wager next time. On a miss, your bookie doesn't have your winnings right now, and they'd prefer not to pay you—you'll have to track them down!

If the outcome you predict doesn't come to pass, you can expect your bookie to find you for payment as soon as possible.

Highlight Moves

To prevent Pro-bending from dominating a session, matches are won and lost based on a "highlight reel" system. Each PC directly involved in a match as a Pro-bender can trigger one Highlight Move during a given match with the result driving the team closer to a win or a loss. Instead of playing out each individual back and forth during the match, this system focuses the story on the important moments that determine the outcome!

A match consists of three rounds. Each round, one of the three Pro-bending PCs provides a highlight moment and makes a Highlight Move. By default, the GM chooses which PC takes the next highlight, but the GM can give the players the right to choose the next highlight PC if they want. The PC chooses which Highlight Move they make, usually determining the results of the round. If the PCs end the match having won two rounds out of three or having scored a knockout, they win the match! Otherwise, their opponents win the match.

Players describe both what their character does with their bending in the match and what they hope to accomplish with this move. A great way to do so is to describe a PC's actions from the point of view of one of the many radio announcers broadcasting the match to the audience far and wide.

If there are NPCs in the arena on the team with the PCs, then the GM chooses which Highlight Move the NPC makes and rolls for it, giving the NPC a bonus to their roll equal to the NPC's current balance minus their conditions marked.

Move Limits

During a season of Pro-bending, whenever a Pro-bender PC (or NPC teammate) makes one of these Highlight Moves, they mark it on a list of the Highlight Moves. No member of the PCs' team can use a marked Highlight Move. The PCs clear all the marks after the season is over, or after the team has made and marked nine different Highlight Moves. In other words, after a Highlight Move has been used by a member of the team, it can't be used again this season by any player until the team as a whole has made nine out of the ten Highlight Moves.

EXAMPLE

In the first round of the first match of the season, the companions' Earthbender decides to use the Highlight Move **Come From Behind**. That means none of the Pro-benders on the team can use **Come From Behind** *this season* until the team has made another eight different Highlight Moves over the course of the season. Once the team has made nine different Highlight Moves, then any player can **Come From Behind** again!

It's possible for a team to use a move functionally twice in a row. For example, the team's Firebender uses **Over the Edge** as their Highlight Move in the second round of a match, and that is the team's ninth different Highlight Move. The PCs' team clears all the marks and frees up all Highlight Moves. Then, for the last round of the match, the Waterbender decides to use **Over the Edge** again—it's no longer marked, so it is now available to use!

Living Up to Your Principle in Pro-Bending

You can still **live up to your principle** during a Pro-bending match! You have to take an action that actually matches your balance principle, but you can replace the stat in any of the following moves with your balance principle by marking 1-fatigue, as normal. The only exception to this is the **faceoff move**. For the **faceoff move**, you cannot **live up to your principle**—you must roll using the bonus as described in that move.

Conditions and Highlight Moves

Every Highlight Move is affected by two conditions, meaning that if you have one of those conditions marked, you take a -2 to making that Highlight Move.

- **Over the Edge** (Angry, Insecure)
- **Down and Dirty** (Guilty, Troubled)
- **Trash Talk** (Guilty, Insecure)
- **Hail Mary** (Afraid, Angry)
- **Trick Shot** (Afraid, Insecure)
- **Razzle Dazzle** (Insecure, Troubled)
- **Come From Behind** (Angry, Guilty)
- **Hold the Line** (Afraid, Guilty)
- **Take One for the Team** (Angry, Troubled)
- **Duel** (Afraid, Troubled)

Over the Edge

-2 if you are Angry or Insecure

When you **try to knock one specific opponent off the edge of the platform**, mark 1-fatigue and roll with **Focus**. On a hit, your technique works! Describe how you managed to knock your opponent into the water, helping your team secure victory this round. On a 10+, pick an option from the list:

- Your team carries +1 forward against the opposing team for **Trick Shot** or **Duel**
- If this move is successfully executed in the second round, you have won a victory by knockout!

On a miss, narrate how you are knocked off the platform in a coun-terattack, causing your team to lose the round! You mark Insecure; if you already have Insecure marked, the GM shifts your balance one step. If you attempted this move and missed in the third round or later, your error has caused your entire team to get blasted off the platform, causing a loss by knockout and all PCs in the match also mark Angry. If they already have Angry marked, the GM shifts their balance one step.

Down and Dirty

-2 if you are Guilty or Troubled

When you **come close to fouling to gain an advantage in the match**, roll with **Creativity**. On a hit, your nearly illegal move works, giving your team the round! Describe how your sneaky technique leads to success and slips past the referee. On a 10+, pick an option from the list:

- All PCs in the match clear Afraid
- All PCs in the match clear Insecure
- Your team carries +1 forward against the opposing team for **Razzle Dazzle** or **Trick Shot**

On a miss, you are called out for your foul; at the GM's discretion, you face the Referee Moves. Regardless of which Referee Moves you face, all PCs in the match (including you) mark Angry. You mark Guilty as well. If any PC must mark a condition they already have marked, the GM shifts their balance instead. Then, if you don't receive a zone penalty, go to a faceoff. If you did receive a zone penalty, then the other team scores a win for the round; describe how your dirty tactics led to your defeat.

Trash Talk

-2 if you are Guilty or Insecure

When you **goad your opponents into foolish plays with your words**, roll with **Passion**. On a hit, your taunts work, resulting in the other team making decisions in anger rather than with strategy. Describe how your words lead to their downfall, giving your team the round. On a 10+, pick an option from the list:

- Your team carries +1 forward against the opposing team
- All PCs in the match become *Inspired* until they next mark a condition

On a miss, your speech doesn't provoke your opponents to make unforced errors—instead, they seem to rally their forces despite your barbed words! Describe how their reaction is the opposite of what you intended and how your words came back to bite you in the end with a loss of the round. You must mark a condition or shift your balance away from center, your choice.

Hail Mary

-2 if you are Afraid or Angry

When you **make a long shot across the arena floor**, roll with **Focus**. Mark 1-fatigue. On a hit, narrate how your shot, despite the distance, still hits your target and ends up being a major factor in your team's victory this round. On a 10+, pick an option from the list:

- If this move is successfully executed in the third round, you have won the match by knockout!
- All PCs in the match become *Inspired* until they next mark a condition

On a miss, you're not the sniper you thought you were and your shot is wide off the mark. Describe how your miss turned the tides in your opponents' favor, losing you the round. You must mark a condition of your choice.

Trick Shot

-2 if you are Afraid or Insecure

When you **use the ring ropes to ricochet a shot or something equally skilled**, roll with **Creativity**. Mark 1-fatigue. On a hit, narrate how your innovative action led to an opponent getting hit by a shot they didn't even see coming, giving your team victory for the round. On a 10+, pick an option from the list:

- Your team carries +1 forward against the opposing team for **Razzle Dazzle** or **Down and Dirty**
- All PCs in the match become *Inspired* until they next mark a condition

On a miss, your trick fails and you inadvertently provoke a foul! The GM chooses a Referee Move to enforce. Describe how your trick went awry. While your team doesn't blame you for the referee's poor eyesight, you still feel awful. Mark Guilty. If you already have Guilty marked, the GM shifts your balance. Then, if the GM didn't apply a zone penalty, go to a faceoff; if the GM did apply a zone penalty, the other team wins the round.

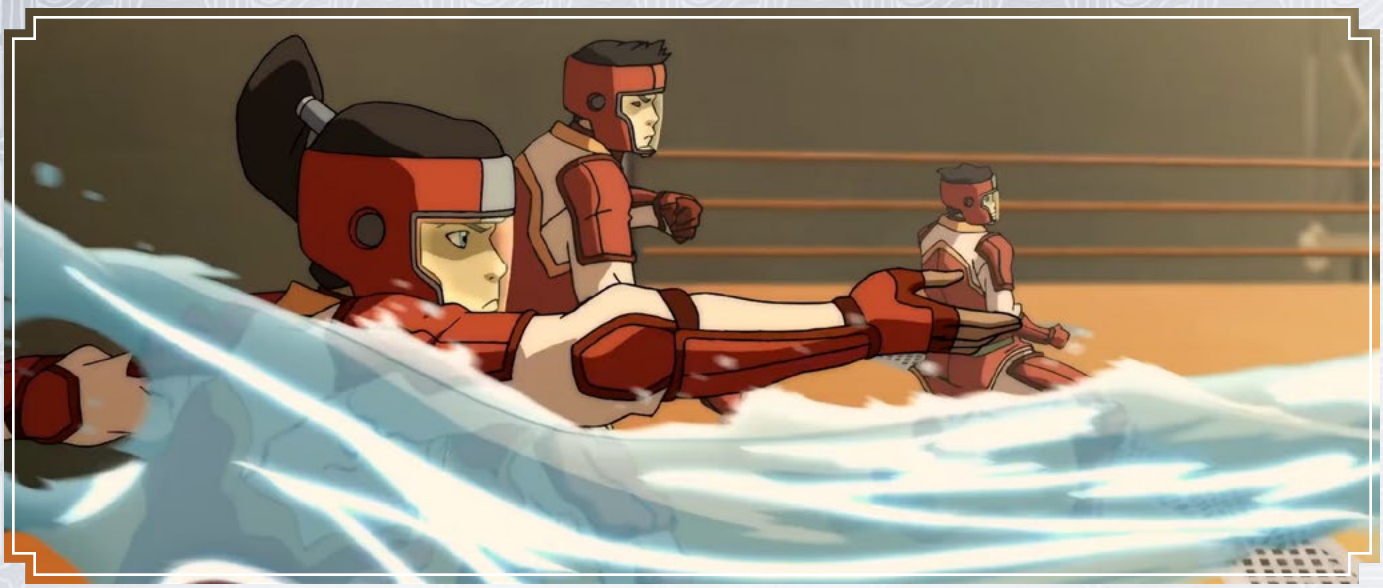
Razzle Dazzle

-2 if you are Insecure or Troubled

When you **show off your spectacular techniques or blazing speed to intimidate your opponents**, roll with **Creativity**. Mark 1-fatigue. On a hit, describe how your display led to you creating an opening for another teammate which was all your team needed to clinch victory for the round. All PCs in the match become *Inspired* until they next mark a condition. On a 10+, pick an option from the list:

- Your team carries +1 forward against the opposing team for **Over the Edge** or **Hail Mary**
- All PCs in the match become *Inspired* until they next mark a condition
- All PCs in the match clear 1-fatigue

On a miss, narrate how your display failed to impress the other team, and they kept it together and took the round. Furthermore, in showing off, you got the referee's attention; the GM issues you a yellow fan. You must mark Troubled or Insecure, your choice. If both are marked, the GM shifts your balance.



Come From Behind

-2 if you are Angry or Guilty

When you **make a last-ditch attempt to pull your team out of the gutter**, roll with **Passion**. Mark 2-fatigue. On a hit, narrate how your team was down in the round and how you managed—against all odds, perhaps even single-handedly—to stage a comeback and win. On a 10+, pick an option from the list:

- If you execute this move successfully in the third round, your efforts win the match by knockout!
- All PCs in the match become *Inspired* until they next mark a condition
- All PCs in the match clear a condition

On a miss, narrate how your attempt to turn the tides of battle in your favor failed miserably. You lose the round, and you **suffer an injury**. Mark Angry, Insecure, or Guilty, your choice. If all three are marked, the GM shifts your balance.

Hold the Line

-2 if you are Afraid or Guilty

When you **play defensively to create an opportunity for your teammates to go on the offensive**, roll with **Focus**. Mark 1-fatigue. On a hit, narrate how you stood your ground against your opponents and your team seized that opportunity to counterattack and win the round. On a 10+, pick an option from the list:

- All PCs in the match become *Prepared* until they next mark a condition
- All PCs in the match become *Inspired* until they next mark a condition
- All PCs in the match clear a condition

On a miss, narrate how your defense cracked under pressure and your team lost the round due to your failure. Mark Troubled or Insecure, your choice. If both are marked, the GM shifts your balance. You also **suffer an injury**. If you miss this move in the third round or later, your team loses by knockout.

Take One for the Team

-2 if you are Angry or Troubled

When you **put your body in harm's way to try to protect a teammate**, roll with **Harmony**. You **suffer an injury**. On a hit, describe how, by sacrificing your body, the PC you protected went on to win the round for your team. On a 10+, pick an option from the list:

- If you execute this move successfully in the third round, your efforts win the match by knockout!
- All PCs in the match become *Inspired* until they next mark a condition
- The PCs you protected clears all conditions

On a miss, describe how you withered under enemy attacks and were eliminated before your team could benefit from your noble sacrifice. If you attempt and fail this move in the second or third round, your team loses by knockout.

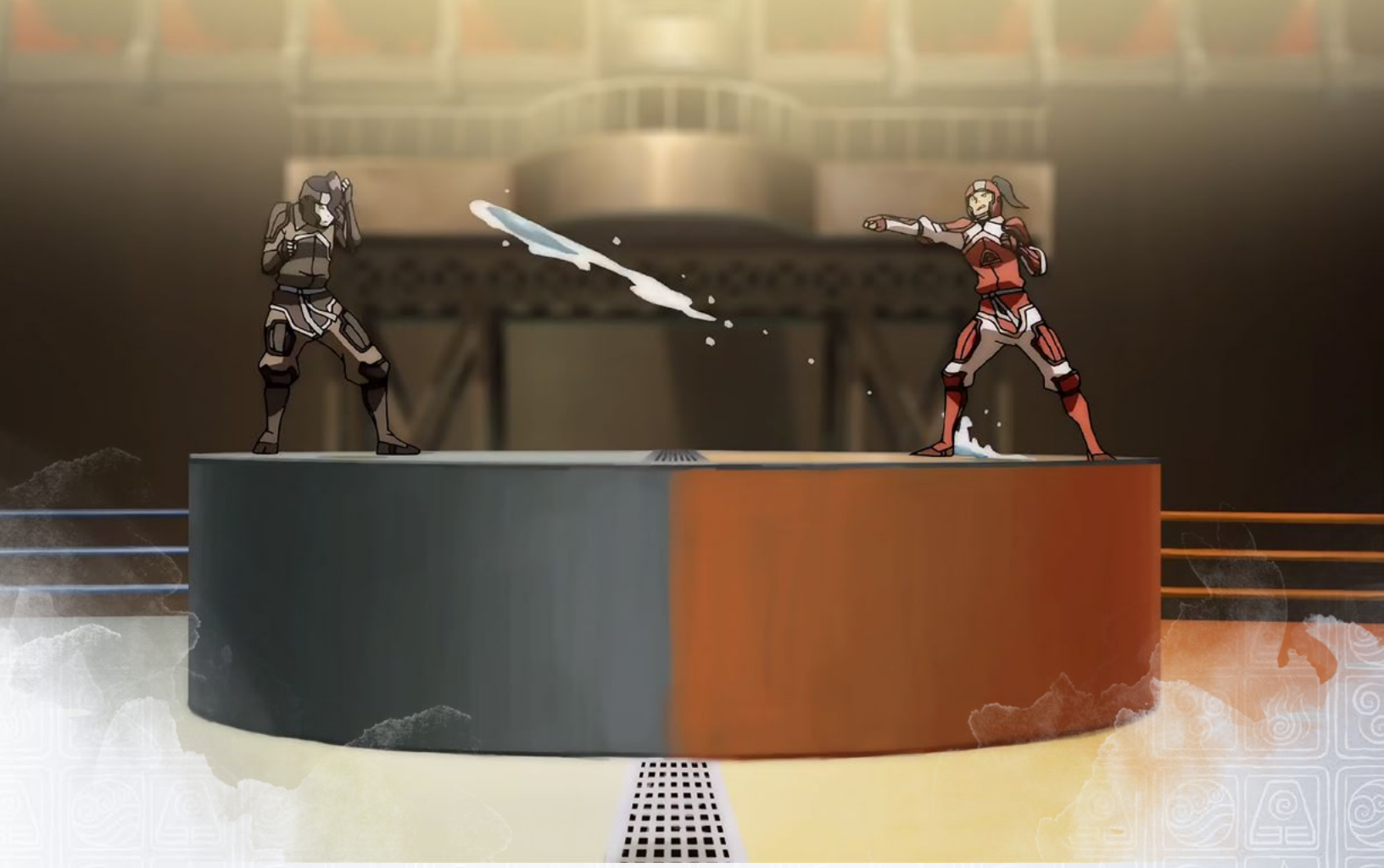
Duel

-2 if you are Afraid or Troubled

When you **engage in a furious back-and-forth exchange of blows one-on-one with an opponent**, roll with **Passion**. On a hit, you cast your opponent off the arena, making an opportunity to win the round! Describe how you use your martial prowess to remain in play while knocking your opponent down. On a 10+, pick an option from the list:

- All PCs in the match become *Inspired* until they next mark a condition
- All PCs in the match become *Prepared* until they next mark a condition
- Your team carries +1 forward against the opposing team for any Arena Move

On a miss, describe how you were toppled from the arena. If you attempt and miss this move in the second round or later, you **suffer an injury**. Otherwise, go on to a faceoff.



Faceoffs

Individual Highlight Moves can result in a faceoff. In a faceoff, immediately advance to the faceoff move to resolve the victory for the round. Any team member who has not suffered an injury can take on the faceoff for the team.

Faceoff

When you **engage in a faceoff with a single opponent**, mark up to 5-fatigue. Roll with the amount of fatigue you marked for this move, subtracting the number of conditions you currently have marked. On a hit, you win the faceoff, taking the round for your team! On a 10+, pick one from the list:

- Clear fatigue equal to how much you marked for this move
- Clear a condition of your choice
- Shift your balance as you choose

On a miss, your foe outplays you, knocking you from the raised platform. Describe how they overwhelmed you. Mark a condition and shift your balance away from center.

Injuries

Injuries are a part of sports, but competitor safety is paramount in the Pro-bending arena! **When you suffer an injury during a Pro-bending match, you can't keep playing for the rest of the match.**

Suffering an injury doesn't prevent a PC from doing anything outside of the arena long-term (unless, for whatever reason, that injury is extraordinarily harmful). Generally, players can receive healing from a Waterbender shortly after a match to help take care of the worst of their injuries, though the healing is not fast enough to get them back into the match (see "Long-Term Injuries.")

+1 Forward for the Team

Many Highlight Moves and Arena Moves give the team +1 forward on particular moves. That means the next time someone on the overall team makes one of those moves, they take a +1, but then it is used up—if another PC later made the same move within the same match somehow, they don't receive the +1 bonus. These +1 forward bonuses always go away at the end of the match if they remain unused.

The Referee

Every Pro-bending match has an active referee issuing calls as needed. They are responsible for judging fouls and violations of the rules, including judging when a player crosses zone boundaries.

Within these rules, Referee Moves are GM moves only available for use in the Pro-bending Arena.

A GM should make a Referee Move whenever there is a rules violation, and whenever one of the Highlight Moves prompts the GM to do so. Rules violations include (but are not limited to):

- Hitting a non-player in the arena (e.g., the referee, a spectator, or sportscaster) with an element
- Hitting the roof of the arena with an element
- Stepping over a zone line before permitted to advance
- Knocking a player off the side of the platform instead of off the end
- "Unnecessary roughness" e.g., a prolonged blast of water, crushing a stone disc before bending, etc.

Whenever you make a Referee Move, the referee is calling out one of the above violations in the fiction. The Referee Moves are:

- **Zone Penalty**—the offending Pro-bender must move back one zone. This puts their team at a disadvantage, and costs that team the round.
- **Yellow Fan**—the offending Pro-bender receives a warning. Pro-benders are allowed one yellow fan warning; after that, they receive a red fan.
- **Red Fan**—the offending Pro-bender is removed from the match.

When the GM makes a Referee Move, they choose one or more of the above, aiming it at the team as a whole. A zone penalty gives the victory to the opposing team, skipping any faceoffs. A yellow fan in the fiction targets an individual Pro-bender, but for the purposes of these rules, if the GM gives a yellow fan as a Referee Move, it is treated as a warning against the team as a whole. A second yellow fan Referee Move automatically becomes a red fan, ejecting the PC who most recently made a Highlight Move.

It's up to the GM if the referee jumps straight to a red fan. While most infractions warrant a yellow fan for first-time offenders in a match, the more egregious the violation, the more likely the referee ejects a player even if it is that player's first offense. Generally speaking, GMs should default to a yellow fan, but if the move the PC makes is particularly egregious, then a red fan might be appropriate.

Most often, referees give both a zone penalty and a yellow fan at the same time, but GMs can give only a zone penalty or only a yellow fan to amp up the tension as needed:

- Giving only a yellow fan leads to a faceoff and a fun, tense one-on-one confrontation—great for moments later in the match when the outcome is at stake!
- Giving only a zone penalty automatically gives the opposition a victory—great for early rounds of the match to keep the results in questions!

Losing a Player

Any team that has lost a player due to **suffering an injury** or receiving a red fan ejection must continue the match without a replacement! A PC team makes all moves—Highlight and Arena—with a -1 penalty for each missing player for the rest of the match, except for the faceoff move.

Post-Game

After the match ends with one team victorious, wrap up the drama by completing a few additional steps!

Wagers

Any PC who elected to use **Place Your Bets** now rolls for that move if their predicted outcome came to pass…or must face a bookie looking to collect on their wager if their predicted outcome didn't come to pass!

Long-Term Injuries

Pro-bending stresses and injuries can add up over the course of a match. The injuries that a Pro-bender suffers during a match can take them out of the match, but often those injuries can be healed quickly. Sometimes, however, Pro-benders might face longer term injuries determined after the match has ended.

Each PC who played in the match makes the long-term injury move.

Long-Term Injury Move

When **a match ends and you take stock of your aches, pains, and injuries**, roll with **Harmony** and adjust the outcome using the following modifiers:

- +1 for every round won in the match
- -1 for every round lost in the match
- -2 if you **suffered an injury** in the match

On a hit, you were not significantly injured during the match. On a 10+, you can clear a condition, clear 2-fatigue, or shift your balance one step. On a miss, you are more injured than you thought; the GM tells you how you were injured, and you must mark a condition or shift your balance away from center, your choice.

Rank and Renown

Pro-benders are celebrities in their own right…particularly when regularly victorious! PC Pro-benders may be recognized by NPCs outside of a Pro-bending arena depending on how many winning matches they've competed in and where they are relative to their hometown. Their hometown is where their team plays most of its matches.

- **Unknown (0-5 wins):** Nobody knows you, nor do they care that you're a wanna-be Pro-bender, even in your hometown.
- **Neighborhood (6-10 wins):** You have a reputation for being a decent competitor with other Pro-benders, and you are known as being capable in your local neighborhood or district.
- **City-wide (11-20 wins):** You are known by all of the local teams, trainers, refs, and sportscasters. Your name carries some weight within your whole hometown, but not far beyond that.
- **Regional (21-30 wins):** You are known by hardcore fans across the regional circuit. You have fans in every stand. You also have people who despise you because you beat their favorite team before.
- **National (31-50 wins):** You've endorsed products in your home country. You're the <insert product here> person! Even casual fans know who you are by name if not face.
- **Global (51+ wins):** Your face is plastered on billboards and airships around the world. You cannot go anywhere but the most remote places without the chance that someone will recognize you and want your autograph.

Modern Teams

Modern teams active in Republic City today include (but are not limited to):

- Ba Sing Se Badger-moles
- Black Quarry Boar-Q-Pines
- Bau Ling Buzzard-Wasps
- Capital City Catgators
- Ember Island Eel-Hounds
- Future Industries Fire Ferrets
- Golden Temple Tigerdillos
- Harbor Town Hog-Monkeys
- Kolau Komodo-Rhinos
- Laogai Lion-Vultures
- Makapu Moose-Lions
- Mo Ce Mongoose-Lizards
- Orchid Gardens Ostrich-Horses
- Pinnacle Palace Platypus-Bears
- Red Sands Rabaroos
- White Falls Wolf-bats
- Xiao Yao Zebra-Frogs

Rank and Renown is meant to give you a basic sense of just how famous a successful player is over time. The GM should make GM moves and prime the fiction as appropriate based on these results. Will popularity get them places they might not otherwise have been able to go to or will it cause them to be recognized despite some cunning disguise they attempt to pull off on a mission?

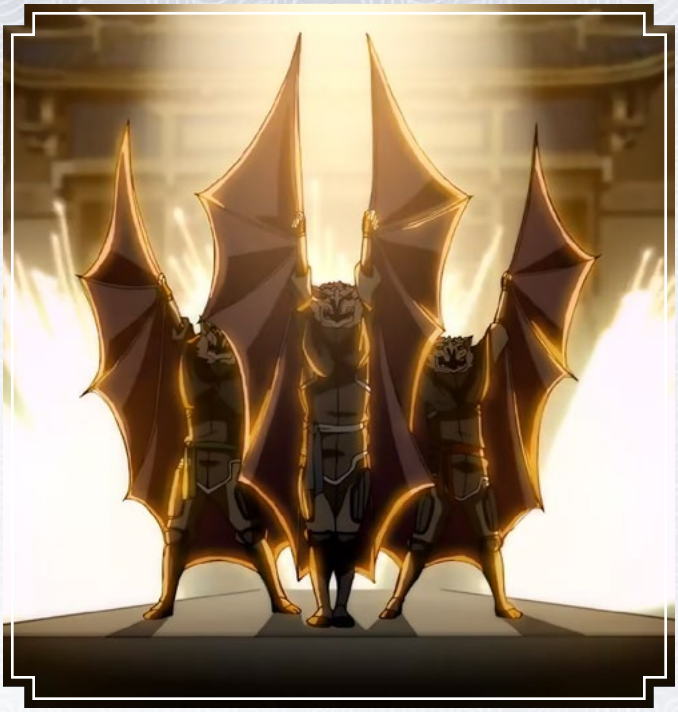
NPC Team Traits

The rules for Pro-bending in **Avatar Legends: The Roleplaying Game** focus on the PCs. But the NPC teams do vary and have their own traits! You can add variability by using Advantages and Weaknesses for the NPC team, with these guidelines:

- **Poor team:** one Weakness OR one Advantage, two Weaknesses.
- **Average team:** one Advantage, one Weakness.
- **Strong team:** one Advantage OR two Advantages, one Weakness.
- **Favored, champion team:** three Advantages, one Weakness.

Don't reveal Advantages and Weaknesses to the PCs at first! When the PCs face off against an NPC team, they have to learn their Advantages and Weaknesses, whether by making appropriate Arena Moves like **Scouting Report**, or by simply experiencing those traits during a match. At the GM's discretion, the PCs might know a famous NPC team's Advantages or Weaknesses, but teams train and swap players to avoid being so predictable.

As soon as the PCs trigger an Advantage or Weakness, tell them how it affects their roll, including the other moves it might affect, but they may not revise the move that led to the discovery.

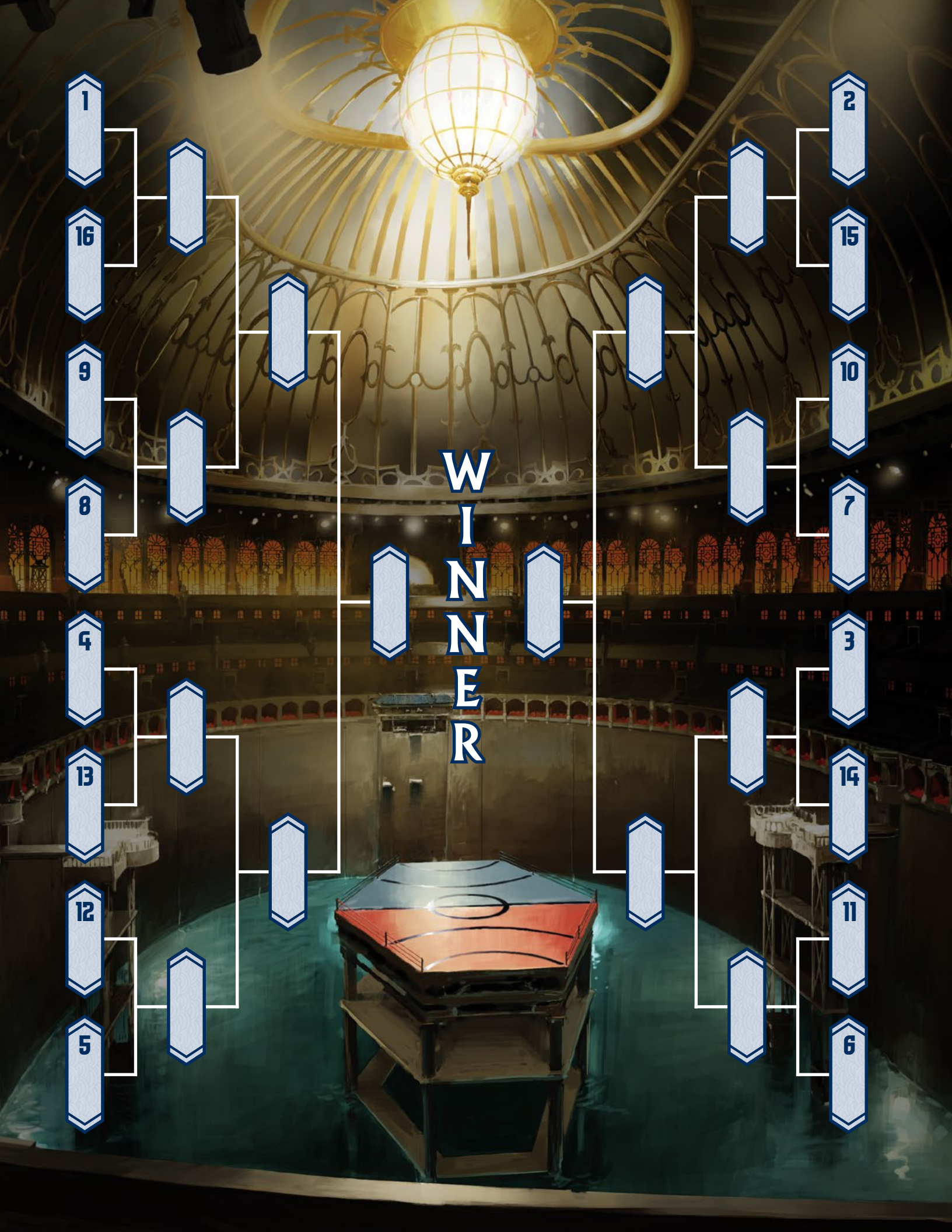


Advantages

- **Aggressive**—the team is an incredibly straightforward and aggressive team. Any attempt to use the **Duel**, **Hail Mary**, or **Hold the Line** Highlight Moves against them suffers a -1 penalty.
- **Beloved**—the team is beloved by the fans. Any attempt to use the **Be Aggressive!** Arena Move or the **Trash Talk** or **Down and Dirty** Highlight Moves against them suffers a -1 penalty.
- **Defensive**—the team is skilled at playing very defensively and thwarting any overreach from their opponents. Any attempt to use the **Over the Edge**, **Hail Mary**, and **Come From Behind** Highlight Moves against them suffers a -1 penalty.
- **Demoralizing**—the team is skilled at shaming and demoralizing their opponent through trash-talk, targeted moves, and shows of superiority. Any attempt to use the **Motivational Speech** Arena Move or the **Trash Talk** and **Come From Behind** Highlight Moves against them suffers a -1 penalty.
- **Eccentric**—the team's tactics and style are odd, hard to track and understand. Any attempt to use the **Scouting Report** Arena Move or the **Over the Edge** and **Duel** Highlight Moves against them suffers a -1 penalty.
- **Opportunistic**—the team is skilled at seizing upon any moment of weakness, any chance for victory. Any attempt to use the **Hold the Line**, **Take One for the Team**, or **Hail Mary** Highlight Moves against them suffers a -1 penalty.
- **Precise**—the team is extremely precise, careful, and focused. Any attempt to use **Razzle Dazzle**, **Down and Dirty**, or **Trick Shot** against them automatically suffers a -1 penalty.
- **Strategic**—the team has a plan for every moment. Any attempt to use the **Take One for the Team**, **Trick Shot**, or **Razzle Dazzle** Highlight Moves against them suffers a -1 penalty.

Weaknesses

- **Disunified**—the team is a trio of individuals, not a united team working together as one. Any attempt to use the **Take One for the Team** or **Hold the Line** Highlight Moves against them takes a +2 bonus.
- **Fame-Obsessed**—the team cares first and foremost about its public image and guaranteeing that they are famous and well-loved. Any attempt to use the **Razzle Dazzle** or **Trash Talk** Highlight Moves against them takes a +2 bonus.
- **Hated**—the team is loathed by the fans and regularly booed throughout their games. Any attempt to use the **Be Aggressive!** or **Motivational Speech** Arena Moves in a match against them takes a +2 bonus.
- **Overconfident**—the team has too much faith in their own overwhelming superiority, and it's easy to take advantage of that ego. Any attempt to use the **Come From Behind** or **Hail Mary** Highlight Moves against them takes a +2 bonus.
- **Perfectionist**—the team commits to performing its maneuvers with perfect execution, which means it isn't well-adapted to responding to more chaotic, imperfect, or unorthodox play. Any attempt to use the **Trick Shot** or **Down and Dirty** Highlight Moves against them takes a +2 bonus.
- **Poorly Trained**—the team members don't practice well on their own, and its individual players each depend upon the others to make up for their own flaws. Any attempt to use the **Duel** Highlight Move and any individual faceoffs against them take a +2 bonus.
- **Predictable**—the team follows expected and routine plays and styles. Any attempt to use the **Scouting Report** Arena Move or the **Over the Edge** Highlight Move against them takes a +2 bonus.


1
16
9
8
4
13
12
5
2
15
10
7
3
14
11
6
WINNER

Tournament Structures

If Pro-bending is important to the PCs and to the players of your game, then you can always expand these matches out to a long arc—a full Pro-bending tournament! In a tournament, the PCs' team matches up against a series of teams over the course of many weeks.

To run a tournament, the GM chooses one of two formats: a full circle tournament (known as a "round robin-fly") in which every team plays every other team, or a single elimination tournament in which the champion has to win every match they play!

A full circle tournament requires the GM to choose a number of teams—nine NPC teams plus the PC's own team for a total of ten is usually enough, but you might go all the way up to 16 total teams. The PCs play against each and every other team in the tournament. The tournament's winner is the team with the most overall wins; ties are resolved by runoff matches between the tied teams.

A single elimination tournament uses a real 16-team tournament bracket (example below) and starts the PCs in any one of the slots, with NPC-controlled teams filling out the other spots. The PCs play out their matches using the rules detailed in this section. The GM can decide what happens in the other matches, either basing it on the fiction as they choose, or randomly determining the victor by rolling a single six-sided die and giving victory to one side on an even result, and the other side on an odd result. The winner of the tournament is the team that makes it all the way through the bracket to the end!

Tournament Rules

- Physical altercations between teams registered for the tournaments are bannable offenses, even if the fights occur outside of the Pro-bending matches themselves. The instigating team will be ejected after an investigation takes place and their opponent gets a bye—meaning they may automatically move to the next round of tournament play.
- Pro-benders may only register on one team as a competitor. They may not switch teams during a tournament.
- Each team must have at least one of each type of bending—water, fire, earth—registered for the tournament; they may elect to also register one alternate for each position.
- Injured players cannot be replaced in a match, but may be replaced between matches with an alternate player. Injured players may come back to play in later games if medically determined to be fit to play.
- Players that have been ejected from more than two games for red fans are ejected for the remainder of the tournament. Like injured players, they cannot be replaced during a match, but they may be replaced between matches by an alternate.

Pro-bending Related Adventure Hooks

All of the rules and ideas in this section establish a version of Pro-bending that integrates into and enhances a campaign of **Avatar Legends: The Roleplaying Game**. They're not designed to make a game be entirely about the narrative and tactics. The matches themselves can have dramatic effects in the fiction. Perhaps a recently defeated team decides to destroy the PCs outside of the ring. Perhaps a Triad sees a way to capitalize on the PCs' winning streak by forcing them to throw a match. Look for different stories and results that might come from any given match. What's more, Pro-bending matches end with PCs having marked fatigue, conditions, and shifted their balance, all of which alter how those PCs act in the situations outside of the Pro-bending matches. They're very unlikely to get out of a Pro-bending match in exactly the same state they began!

Here are a few additional, specific ideas of how to weave Pro-bending into your campaign without the sport dominating the narrative. In general, include as much or as little Pro-bending as the PCs wish to explore!

No Fighting in the Locker Room!

During sanctioned tournaments, there is a strict "No Physical Confrontation" policy between all teams. Any team determined to have started an argument that ends in a physical fight is eliminated from the tournament while the team they were supposed to face advances to the next round. The PCs' team encounters an opposing team determined to knock them out of the tournament by provoking a fight—after all, they don't have to beat the PCs on the court if the PCs are disqualified!

Join the Winning Team

Competitors may only play for one team during a tournament and injured players cannot be substituted during the match. A powerful sponsor of an opposing team approaches the companions' star player with a lucrative deal, giving them everything they'd ever want if they only resign from their current team, and join up with the sponsor's team next season.

Put in an Appearance

The PCs have a corporate sponsor to enable their team's presence in the tournament, but that sponsor needs to put them on display as items of prestige for their company. The PCs are expected to show up at parties and say what their corporate sponsor asks them to say, even when it puts them directly in contact with those who challenge their principles!

Place Your Bets

A gambling ring has formed around the local development league, which has attracted the Red Monsoon Triad to take control of that league. The local district is looking for help from heroes to keep the Red Monsoons out of their development Pro-bending league!

VEHICLES

Modern gas-powered vehicles are changing the world, and nowhere is that more visible than in Republic City itself. Its streets have been rebuilt and redesigned to better accommodate the automobiles that clogged its arteries; the city had to set up electrical traffic lights at intersections to guide the flow of traffic; they even established highways in, out, and over the city to better handle the congestion. Companies like Future Industries and Cabbage Corp have every incentive to create new and better automobiles, and amateur mechanics have taken to tinkering, improving, and developing their own machines.

For better or worse, Republic City is now a place constantly in motion, with automobiles the daily background of life in the city!

This section is full of all the information you need to incorporate vehicles—including but not limited to automobiles—more fully into your game, including rules for racing and for chases!

Brief History of Vehicles

Years ago, the world was limited by the speed of travel, from sky-bison to coal-powered vehicles, getting around the Four Nations could sometimes be difficult or expensive. Now, gas-powered vehicles have changed everything! The technology was pioneered through military usage in the Hundred Year War, and then refined by enterprising business people during peacetime—in particular, the infamous Hiroshi Sato designed the Satomobile, an affordable, reproducible gas-powered automobile for the average citizen! The Satomobile helped open the floodgates to a whole new world of gas-powered travel, and plenty of other manufacturers have released their own takes on the Satomobile since then.

The world looks very different with gas-powered vehicles in it. A single truck can be packed full of goods and cart them at high speeds across Earth Kingdom roads, all without needing to worry about animal upkeep. Trucks aren't exactly cheap, but modern mass production and invention has made them more accessible than ever before. Nations and companies alike are in the process of expanding their ability to create fuel, keeping it relatively cheap and accessible—although those in the farther reaches of the world might still have difficulty filling up the tank. The sheer utility of these vehicles, especially for non-benders, led to their rapid adoption and development throughout the Four Nations.

Thanks to the spread of gas-powered vehicles, you're just as likely to see a truck puttering down a dirt road in the Earth Kingdom as you are a cart pulled by those ostrich-horses. A sled might be pulled by a couple of tame owl-wolves, or it might have its own gas-powered engine and treads. Automobiles haven't entirely replaced older, non-technological means of travel…but the change is well on its way, as gas-powered vehicles are adopted around the Four Nations.

Other Vehicles in the Korra Era

Gas-powered automobiles are far from the only vehicles in the Korra Era, but most of those are rarer, or more specific in usage. From the maglev train used by Kuvira to snowmobiles there are many different ways to travel! (For more on a new, much rarer form of vehicle—mecha—see page 94.)

Some drivers use gas-powered motorcycles. These can reach high speeds and have greater maneuverability than automobiles, but with a far greater risk to the driver and any passengers—driving a motorcycle at high speeds in a fight or a race is much more likely to cause a crash harmful to everyone involved!

In the poles, particularly in the South Pole, gas-powered snowmobiles have significantly reduced the need for beasts capable of traversing the frozen lands. They are obviously not well-suited for the world at large, and the Northern Water Tribe's focus on traditionalism still causes some conflicts around whether or not these snowmobiles should be widely adopted, but they are only gaining more traction as an easy, available solution to travel.

There are large gas-powered ocean liners and tankers, as well as smaller gas-powered speedboats. While the Fire Nation and United Republic both have significant military fleets of iron vessels, many of the civilian ships are the domain of the Water Tribes in one form or another. The bay of Republic City plays host to a wide array of such gas-powered boats.

Airships with enormous propellers and air-shells have been a presence in the world since the end of the Hundred Year War, but even today, they tend to be the domain of either nations or very wealthy individuals. The skies of Republic City are used to seeing airships, but there isn't much likelihood that your average citizen will get to ride on one, let alone own one, except for some passenger routes between major cities.

After the Equalist uprising a few years before the present of the Korra Era, single-pilot gas-powered airplanes have become an avenue of some interest and further development for major manufacturers and vehicle corporations, but they are still relatively rare.

Who Owns an Automobile?

Early on, gas-powered vehicles were only for the wealthiest—a luxury that the average citizen could not afford. Thanks to many innovations and developments over the years, owning a decent automobile is no longer prohibitively expensive, and countless people around Republic City have bought their own…though of course, there's still plenty of distance between a cheap, low-speed truck and an expensive, high-speed luxury speedster.

Republic City features the same Earthbender-powered train designs from Ba Sing Se and trolleys within the districts themselves. Citizens take mass transit when they need to travel districts. It's cheap, efficient, and in most districts runs relatively on time. However, the advent of the automobile shifted travel to focus on individuals and their own vehicles.

Any given Republic City dweller who has a modest lifestyle could probably own some kind of automobile, though there's a good chance that it might need repairs or have some constant problem that plagues its driver.

Tinkering

Republic City has the greatest automobile modification scene in the entire Four Nations. Tinkerers, mechanics, and amateur engineers all love to mess around with their engines, injection lines, manifolds, and so on. Everyone is looking for the next big mod to make their automobile go just that extra little bit faster.

Some of these tinkerers sell their discoveries or advancements to interested corporations. They can secure lucrative jobs working in the factories and design plants of Future Industries, Cabbage Corp, and more. But most miss the independence that being a small, home-garage mechanic affords them. They don't want to sell their modifications to some corporation…especially because many of their souped-up modifications are much more dangerous than any company mass-producing a product would ever accept.

But most of these garage mechanics still want to be known, want to show off their impressive work and advancements. And fortunately, Republic City has been very fertile ground for new, underground communities to grow up around these garage mechanics, often centered around shows and exhibitions.

Automobile shows are generally organized by local neighborhoods or communities of mechanics. They might be impromptu, the result of one mechanic showing off some new design or improvement, and another bringing in their own modified vehicle to show off, snowballing into an entire show. But just as likely, mechanics intentionally organize a show where their peers can bring out their latest designs to show off. These automobile shows are just as much about the aesthetics of design as they are about the actual technological improvements—plenty of mechanics invest as many hours into making their vehicles gorgeous as they do on improving their efficiency, top speed, acceleration, and so on.

Republic City's people and authorities generally get annoyed when some impromptu show suddenly closes one of its streets, especially if it happens to an important thoroughfare. But for the most part, shows are a great way for the communities of the city to bond, and tight-knit neighborhoods have thriving cultures built around the shows. Street vendors come out to sell food, community leaders judge contests, and everyone treats the local show as a special day.

Of course, with the success and money involved, it was only a matter of time before the more corporate elements in Republic City moved to capitalize on them. They've always had expos and galas to show off new technologies, but many of these corporations plan their own events directly against local community shows, to edge them out or take over their audience.

While shows can be highly positive community events, there's another manifestation of automobile culture growing rapidly throughout Republic City viewed a lot less fondly by the powers and authorities of the city: street racing.

Street Racing

Compared to the automobile shows, street racing is the much more controversial, often illegal side of things. Many parts of Republic City weren't designed with automobiles in mind, let alone with races…but that often makes them more appealing to the daredevils behind the wheel. Street racing even includes tunnel racing, held in old, unused underground tunnels beneath Republic City—arguably safer because people shouldn't be around, but more dangerous because these tunnels were never designed with automobiles in mind.

Most street and tunnel racing happens at night, in sections of the city not well populated or policed. The Republic City Police Department generally has a standing policy to shut down these street races—they're dangerous and illegal usages of public resources, according to the statutes that ban them. But some in the RCPD intentionally back off from street racing, ignoring them to avoid getting into direct conflict with local communities, especially as street racing becomes an important part of some neighborhoods' livelihood.

Meanwhile, the races became the purview of those willing to work at the edges of the law, which often means the Triads. There's money to be made in the contests and the gambling associated with them, and the Triads are happy to muscle in. They'll organize the races, pay bribes to law enforcement, manage the whole thing…but in the worst cases, the Triads in charge might push the racers to throw races or ensure certain outcomes.

The street racers themselves usually have no desire to hurt anyone, and do their best to avoid causing damage to the city or harm to anyone not in the race. Their standing culture usually includes a degree of self-sacrifice, where they are far more likely to throw themselves into harm than to threaten someone else if they have any control. But then, they do sometimes lose control, and in those cases, bystanders and even nearby structures might pay the price.

There are no overarching rules of street racing, no body that enforces particular statutes…but the most popular form of street racing nowadays in Republic City is called bending doubles or speedbending, depending upon with whom you speak. In speedbending, each automobile has two people in it, one driver and one bender. The contest is still a race with a starting point and a finish line, as the driver tries to get their vehicle past the finish line before anyone else. Meanwhile, the bender tries to hinder other competing vehicles by changing the road itself or striking out at rival automobiles.

Keeping in mind that the rules vary from race to race, from neighborhood to neighborhood, and from driver to driver, most competitors in bending doubles agree that attacking the other people in the vehicle is off-limits; a race isn't a fight, after all, and it's unacceptable to straight-up hurt each other in a race. But attacking the vehicle itself is perfectly acceptable…and of course, if a Firebender sends a jet of flame hurtling at an automobile and it catches fire, and as a result it crashes, hurting both driver and bender…well, sometimes that's just how the rubber hits the road.

Racing Mechanics

These rules can accommodate normal races, speedbending races, and even chases (although chases have some adjustments—see page 84). You can always resolve such scenes using the basic moves—driving well is a perfect way for a technologist to **rely on their skills and training** and **push their luck**—but these rules can provide some extra tension and excitement during a race!

The rules in this section set up races as special combat exchanges, in which the driver has a different set of basic techniques to use. The race depends upon position, where each racer is in the overall line of vehicles, with the vehicle in first place at the end of the race being the winner.

These rules also give vehicles their own traits, including a damage track to represent how durable the vehicle is, how much damage it can take; a heat track to represent how hardy the vehicle's engine is, how hard it can be pushed; and a stability modifier to represent how easy the vehicle is to control. These traits make the vehicle its own sort of character in the combat, taking damage, using up resources, and pushing it to the limit!

If you want more information on how to use these rules for chases, see page 84. If you want some guidance on how to use vehicles in general combat, see page 90.

Using Vehicles In The Game

Most of the time, when a vehicle shows up during a session of **Avatar Legends: The Roleplaying Game**, they're just a part of the fiction like anything else. There's no need to track the durability of a weapons-user's staff or a building's structural integrity, and vehicles operate in the same way. They can be affected by moves and techniques as it makes sense in the fiction, and they in turn can affect other things exactly as it makes sense in the fiction—someone hit by a car probably marks some fatigue or some conditions, and a car can be damaged or destroyed by an Earthbender raising stone right in front of it!

But for races and chases using these mechanics, vehicles are tracked in greater depth to ensure they play a different, more interesting role in the conflict. When tracked in depth like this, vehicles are represented by **damage**, **heat**, and **stability**.

- A vehicle's **damage** track represents how much damage it can take before it has real difficulty functioning; if the vehicle's damage track is ever full and it must take additional damage, then the vehicle stops working.
- A vehicle's **heat** track is an overall representation of the stress on the vehicle's engine and systems; if a vehicle's heat track is ever full and it must mark more heat, it takes damage instead.
- A vehicle's **stability** represents that vehicle's maneuverability and responsiveness through a single score. That score doesn't change unless the vehicle is modified or altered. Stability affects a driver's **control** during the race, where control is a resource that represents the combination of the driver's skill and the vehicle's own maneuverability, represented by **stability**. If a vehicle's control ever drops to 0, then the driver **spins out** (page 82).

Other Vehicles?

The mechanics described here for races and chases can easily apply to non-automobile vehicles. Snowmobiles, speedboats, motorcycles, even planes can follow very similar rules with a little adjustment, just so long as the core action centers around a race or chase as appropriate. The section below uses the all-purpose term "vehicles" to refer to whatever the characters drive or pilot, so sub in whatever is appropriate to your situation! In general, the damage, heat, and stability described here aims at fast-moving, "race" style vehicles—they're better suited to speedy vehicles than big tanks, massive cargo ships, and slow airships. This section doesn't cover mecha, either—if you're interested in mecha tanks and suits, go see page 94.

During a race or chase, or at other times, characters might use techniques that inflict fatigue or conditions upon a vehicle. At any such time, if a vehicle must mark fatigue, then it marks an equivalent amount of heat instead. Any time that a vehicle must mark a condition, then it marks 2-heat instead. Vehicles have no balance tracks and ignore any effect that might cause them to shift their balance…but their drivers still have balance!

Damage Track

How tough is the racing vehicle? Every racing vehicle has a damage track between 5 and 15 boxes long.

- **5 boxes** = A basic automobile—a cheap, basic two-seater
- **7–8 boxes** = A sturdy, somewhat reinforced automobile—a basic four-seater
- **10 boxes** = A truck, a heavy automobile—a basic truck with a cargo bed
- **12–13 boxes** = An armored automobile—a plated four-seater
- **15 boxes** = A heavily armored automobile—an armored carrier

Damage can be cleared by impromptu repairs (see **Repairs on the Fly** on page 82) or by time in the shop. Most damage can be repaired between races; if a vehicle marks every damage box, however, it might be totaled depending upon what happened to it, and then you need a whole new vehicle. For example, a vehicle that marked every damage box through a series of individual hits, dings, and bumps might be reparable, but a vehicle that marks its last five damage boxes all at once when it goes straight into a wall, engine first, might be totaled. In general, GMs should keep an eye on the hit that fills the vehicle's last damage boxes—if that hit inflicts 4 or more damage all at once, the vehicle is probably totaled.

Heat Track

How much stress can the racing vehicle take on its engines? Every racing vehicle has a heat track between 5 and 15 boxes long.

- **5 boxes** = Low heat capacity—a cheap automobile with a simple engine
- **7–8 boxes** = Improved heat capacity—a more expensive car, or a cheap car with a tuned-up engine
- **10 boxes** = Basic high-speed racing heat capacity—luxury automobile, a basic automobile skillfully enhanced by a clever mechanic, a starting race car
- **12–13 boxes** = Improved high-speed racing heat capacity—a decent professional racing vehicle, a basic automobile turbocharged by a master mechanic
- **15 boxes** = Incredible heat capacity—a custom-built racer with brand new parts

Heat can be cleared by giving the engine time to cool off. Usually, mid-race, that translates to the Hang Back vehicle technique for **evade and observe** (see page 88).

Stability & Control

How easy or hard is the vehicle to control? The stability of a vehicle affects the amount of control a driver has over the vehicle during a race or chase. For NPC vehicles, control starts at a default value of 5, modified by the stability of the vehicle. If the NPC driver is notably expert, then they should take +2 control for a starting value of 7, modified by the stability of the vehicle. For PC vehicles, use the following move:

Control Move

When you **speed your vehicle into action at the start of a race or chase, or after spinning out**, roll and take +1 to the roll for each yes to the following questions (max+3):

- Are you trained in technology or otherwise an experienced driver?
- Is your **Focus** +2 or higher?
- Do you mark 2-fatigue right now?
- Is your balance within one point of your center?

On a 7–9, take control equal to 5 + your vehicle's stability. On a 10+, take control equal to 7 + your vehicle's stability. On a miss, either take control equal to your **Focus** + your vehicle's stability modifier, or mark a condition of the GM's choice to take control as if you had rolled a 7–9.

A vehicle's stability represents how generally easy or difficult it is to keep the vehicle on track, especially in difficult turns and obstacles; control represents your current control of the vehicle. Control can be replenished by certain vehicle techniques that indicate you're driving carefully and it can be lost when you have to navigate dangerous terrain or other drivers try to knock you off course.

If you have lost all your control and you must lose more, you **spin out**; see the next section for what that entails.

Vehicles Being Taken Out

If your vehicle ever must mark damage and has no more boxes free on its damage track, then the vehicle sputters to a halt and stops responding—it's taken out! An expert might perform a quick repair to fix it up and get it back in action—if a mechanic can perform a **repair on the fly** to clear a single box of damage, the vehicle can start moving again—but otherwise the vehicle is out of commission. They have no chance of finishing the race, and depending upon where in the course the vehicle breaks and how fast they were going, they might be in real danger of crashing!

If your vehicle ever must mark heat and has no more boxes free on its heat track, then mark that additional heat as damage, 1-for-1.

If your vehicle ever must lose any amount of control, and you have no more control to lose, then the vehicle immediately **spins out**. You drop back as many places in the race as the control you could not lose, and you suffer either 1-damage or 1-heat, GM's choice. You may then try to get back in the race by making the control move as if you were restarting the race.

Repairs on the Fly

Repairs on a vehicle can usually be performed without much risk by a trained, expert hand, as long as they have time. Finding the parts might be an issue, and a reason to get a sponsor or make a deal with a rich benefactor…and sometimes, a vehicle might be so destroyed that there is no repairing it. But all of these situations can be handled without a move.

A technology-trained character might want to repair their vehicle in the middle of a race, however! For an appropriately expert NPC, once per race, they may lose 1-control and repair 1-damage. For a PC with technology training, use the following move:

Repairs on the Fly

Once per race or chase, **when you make repairs to your vehicle on the fly**, roll with **Focus**. On a 7–9, repair one box of damage, and on a 10+, repair two. On a miss, you wind up causing more trouble, either inflicting more damage to the vehicle or causing it to slow down; the GM will tell you what trouble you caused.

An untrained character usually has no chance of performing a **repair on the fly** , but with the guidance of a technology-trained character they might **trust fate**—on a hit, they clear a single box of damage. No one actively driving the vehicle can repair it!

Statuses, Being Taken Out, and Losing Balance

Passengers and the driver of a vehicle can still have statuses. Vehicles can have statuses, as well, as appropriate—the vehicle itself cannot be *Inspired*, but it might be *Doomed* or *Trapped*.

If a passenger or driver in a vehicle loses their balance or is taken out, follow the results of that move as usual. It's not impossible for a passenger in the vehicle to take over for a driver who is taken out, but it's not easy to switch on the fly at high speeds—some moves definitely trigger in such a situation, with the passenger likely having to **trust fate** to quickly move into the driver's spot and take over the wheel!

Setting Up a Race

To set up a race, you need to know who is participating and how long the race is. Treat races by and large as combats, using exchanges and the stance move. The length of the race is how many exchanges the racers have to put themselves in first place and reach the finish line. The vehicle in the first position at the end of the race—at the end of the last exchange—wins the race!

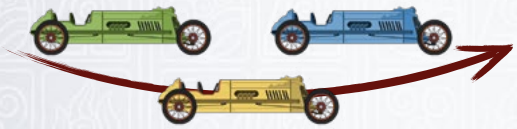
Passengers in the vehicle still choose their approach and roll the stance move to see what techniques they can use from the vehicle. GMs and players must work together here—no character can use techniques that make no sense to use from the back of a moving vehicle…but generally speaking most techniques should be adaptable.

A racecourse should be between three and six exchanges long, depending upon the intensiveness of a race. A six-exchange racecourse requires everyone to be more careful to last to the end of the race; a three-exchange race is fast and furious!

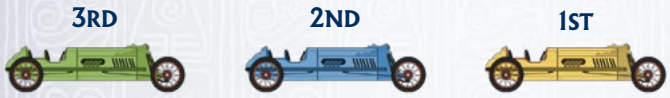
Position

During a race, the GM and the players need to track the position of the different vehicles. That means tracking which vehicles is in first place, which is in second, which is in third, and so on. If a vehicle moves up a position, then it switches positions with the vehicle ahead of it in the race. There are never any empty positions in a race.

For example, Yellow is in 3rd place behind Green (2nd) and Blue (1st).



Then Yellow moves up two places.



Now Green is in 3rd place, Blue is in 2nd, and Yellow is in 1st.

These races assume that the vehicles all shoot forward at similar speeds—some can go faster, but that usually means they move up positions, especially because it's tough to maintain much higher speeds than the vehicles around them. If a vehicle is still in the race, then it can still move up positions. If a vehicle is so damaged it can't continue, it drops out of the race entirely, and all positions close together appropriately. If a vehicle drops so far behind that it can't really catch up for whatever reason, treat it as out of the race.

Always track position changes immediately, as soon as a technique causes them to happen in the exchange. Exchanges usually happen largely simultaneously, but position changes are too messy to try to track all at once at the end of the exchange.

Starting a Race

At the beginning of a race, the vehicles often start at the same line—so how do you determine the initial positions?

Step 1 — Control

Every driver, PC or NPC, gets their starting control as detailed on page 82. PCs make the control move; NPCs take control as appropriate.

Step 2 — PCs Wager

Each PC driver secretly chooses to mark up to 5-heat and spend up to 3-control. All PC drivers reveal how much they chose to mark or spend at the same time. Add up each driver's marked heat and spent control—that is their initial wager for position.

Step 3 — NPCs Wager

For each NPC driver, the GM rolls a single d6 for heat and a single d6 for control. The NPC marks heat equal to the first d6 roll, and spends control equal to half the second d6 roll (round up). Add up each NPC driver's marked heat and spent control—that is their initial wager for position.

Step 4 — Determine Order

Whichever driver, PC or NPC, who has the highest total initial wager for position takes the first position. Second position goes to the second highest total, third position to the third highest, and so on. If there is a tie in the wagers for position, break it by whoever wagered more control. If there is still a tie, break it by whose vehicle has the highest stability. If there is still a tie, roll a d6 randomly for each driver—highest roll gets the better position!

See page 89 for an example of how a race begins!

Race Exchanges & Combat

Normal races only require a single driver and, by default, a speedbending race requires two participants per vehicle—one driver and one bender. Races might include additional participants depending upon the specifics, but there can only be one driver! Once you've figured out where the cars are at the start of the race, it's time to jump into the exchanges!

At the start of each exchange, as usual, all participants make the stance move, including vehicle drivers. Vehicle drivers have access to a special set of basic techniques instead of the normal basic techniques. Drivers usually cannot use any normal combat techniques, including both basic and advanced techniques, though depending on the situation and the GM's discretion it might make sense—for example, a vehicle driver might be able to Test Balance by watching the foe's driving style, but they almost certainly can't Retaliate, Seize a Position, or Strike in the same way.

Passengers in a vehicle, including the bender in a speedbending race, use normal combat stances and techniques as they attack other vehicles or give themselves benefits. If they directly attack another vehicle, **then an inflicted 1-fatigue translates to 1-heat, and an inflicted condition translates to 2-heat**. Speedbending "rules" usually disallow attacking other participants directly…but the rules are often bent or broken. And participants can always use

THE SMASH TECHNIQUE IN RACES

If passengers in a vehicle race use a technique like Smash that immediately breaks or messes with the environment, they might claim they can just instantly destroy an opposing vehicle by metalbending it into nothing, or raising a wall of earth right in front of it! Obviously for the sake of the race, this isn't very much fun. For the most part, vehicles in a race move too fast to easily be targeted by Smash like this... but beyond that, in a race or a chase, the vehicle isn't considered "part of the environment" the way it might be for a normal fight—instead, the vehicle is practically one of the characters unto itself. A character who uses Smash can't just directly destroy a racing vehicle, as a result. They can use Smash to create obstacles or falling objects that might hit the vehicle, inflicting negative statuses or some small amount of damage at the GM's discretion. They can even use Smash to create course challenges and obstacles (see page 86) as they alter the course itself. But no one can use Smash to just instantly destroy or smash a vehicle in the middle of a race, without working through its damage track.

more psychological than directly aggressive techniques against other participants—after all, you might be able to win the race by shouting insults and getting another driver to make a critical mistake by using Test Balance to force an NPC to lose their balance, for example.

Being Engaged in a Race

In a race or chase, combatants are engaged with the vehicles directly ahead and behind them in the order of positions. In a race, the individual actions and techniques flow a little less simultaneously than in a regular combat, so at any given time, you are only engaged with those vehicles ahead and behind you. If the race is tight or the fiction otherwise suggests it should be the case, then a vehicle might be engaged with the vehicle up to two positions ahead or behind, as well, but that only happens at the GM's discretion, based upon the fiction.

Falling Behind

At the end of each exchange of a race (not a chase), the GM rolls a single d6 and adds the number of exchanges that have already concluded prior to this one. If the total is equal to or under the number of racing vehicles still in the race, then the last-place vehicle is too far behind—it drops out of the race entirely! For example, if this is the end of the third exchange, with five racers still competing, the GM rolls a single d6 and adds +2—+1 for each fully complete prior exchange. The GM rolls a 1, adds the +2, and gets a 3 total, which is under the five still competing racers. That means the vehicle in last place is left in the dust!

Information in a Race or Chase

Vehicles, in races especially, are wildly different—all it takes is a technologist to reinvent a vehicle, so you can never tell exactly its speed or durability just based on how it looks. A technologist who gets to look under the hood can probably figure out how it's made, but lots of racers like to hide exactly what their vehicles can do—all the better to surprise the competition out on the track!

By default, no one knows for certain the exact length of the heat and damage tracks, or the stability modifier, or the special qualities, of any given vehicle in a race. If a PC wants to get a gauge on that information, they should try to get a look at the vehicle before the race, or use the Watch Driving technique during a race!

CHASES

Chases are much like races! To set up a chase, you need to determine the participants as normal. The GM only needs to determine the length of the chase if there is some destination in mind, usually a place that the chased vehicle (the quarry) is trying to reach before they get caught—otherwise, the chase can wind throughout the streets, usually until someone's vehicle is destroyed or the quarry gets away. If there is a destination in mind, then the GM sets the number of exchanges to reach it—usually three to six, depending upon the distance and the intensity of the chase, where six exchanges is a much more prolonged, intense, and difficult chase!

During a chase, there are "empty positions," treated as if they were participating vehicles—the empty positions can be overtaken as normal, and they otherwise remain in place, representing distance between the chasers and the quarries. Unlike in a race, there can be any number of empty positions—you might be in first place, and then the next closest pursuer might functionally be in fifth place, with three empty positions between you!

Starting a Chase

At the beginning of a chase, the vehicles often start at different positions, especially if the quarry has a head start on the chasers. To start a race, follow these steps:

Step 1 Control

Every driver, PC or NPC, gets their starting control as detailed on page 82. PCs make the control move; NPCs take control as appropriate.

Step 2 Set Initial Positions

The GM sets initial positions, including empty positions, based on the fiction coming into the chase. Generally speaking:

- Quarry and chasers start with no empty positions between them when the chasers are hot on their quarry's tail.
- Quarry and chasers start with one empty position between them when they're close, but the quarry has a decent chance to escape or a bit of a head start.
- Quarry and chasers start with two empty positions between them when the quarry has a significant head start.
- Quarry and chasers start with three empty positions between them when the quarry has a massive head start.

Step 3 PCs Wager

Each PC driver secretly chooses to mark up to 5-heat and spend up to 3-control. All PC drivers reveal how much they chose to mark or spend at the same time. Add up each driver's marked heat and spent control—that is their initial wager for position.

Step 4 NPCs Wager

For each NPC driver, the GM rolls a single d6 for heat and a single d6 for control. The NPC marks heat equal to the first d6 roll, and spends control equal to half the second d6 roll (round up). Add up each NPC driver's marked heat and spent control—that is their initial wager for position.

Step 5 Determine Order

Whichever driver, PC or NPC, who has the highest total initial wager for position advances a number of positions equal to the number of vehicles in the race, creating empty positions behind them if need be. The second highest total then advances a number of positions equal to the number of vehicles in the race minus one. The third highest total advances a number of positions equal to the number of vehicles in the race minus two, and so on. If there is a tie in the wagers for position, break it by whoever wagered more control. If there is still a tie, break it by whose vehicle has the highest stability. If there is still a tie, roll a d6 randomly for each driver—highest roll is considered to have the higher wager!

Example

Yellow, Green, Blue, and Purple are about to start a chase. Yellow is the quarry, and the other three are the chasers. Yellow (a PC) makes the control move, while each of the NPCs (Green, Blue, and Purple) take their starting control. In the prior scene, Yellow managed to slow down Green, Blue, and Purple, giving herself a real head start. As each driver gets into their Satomobile and takes off down Republic City's streets, the GM sets up the chase with Yellow in the lead position, two empty positions between Yellow and her chasers, and then Green, Blue, and Purple in each of the fourth, fifth, and sixth positions respectively.

Then, Yellow's player decides to wager 2-heat and 2-control, secretly. The GM rolls for each of Green, Blue, and Purple, and gets that Green wagers 3-heat and 1-control; Blue wagers 2-heat and 3-control; and Purple wagers 1-heat and 1-control. That means Yellow wagered 4 total; Green wagered 4; Blue wagered 5; and Purple wagered 2. Blue, with the highest wager, moves forward four positions (the number of vehicles).

Green and Yellow had the same wager, but Yellow wagered more control, so Yellow is second and advances three positions (the number of vehicles -1).

And Green is third, advancing two positions.

And Purple is last, advancing one position.

The chase then begins in full, with each participating car choosing stances!

Running a Chase

In a chase, the chaser is generally trying to either remain in front of or directly behind the quarry until the quarry reaches the destination—the end of the chase—thereby allowing the pursuers to exit their vehicles and continue their pursuit on foot; or, the chaser is running the quarry off the road, usually by inflicting damage upon the vehicle or causing the vehicle to **spin out**. If the quarry loses control in a chase, instead of just getting back into the race, the chasers can usually close in and surround the vehicle—the chase is over.

The quarry is trying to either reach their destination intact, or start and end a single exchange with three empty positions between them and their closest chaser; if they can do so, then they have successfully lost their pursuers.

The quarry can intentionally choose to drive into a difficult section to lose their pursuers. If they do so, they make the choice before the exchange begins. At the end of the exchange, a PC vehicle must **drive through challenge**, and an NPC vehicle automatically must mark 1-heat and lose 1-control.

Course Challenges and Obstacles

A racecourse can include some difficult challenges—hairpin turns, jumps, tight alleys, etc. GMs can use these moments to add additional tension to the race. Usually**, a given race should have no more than one challenge or obstacle for every two exchanges of length,** but the number of obstacles might be something the participants negotiate about before the race even begins—after all, they might all agree upon an even more challenging racecourse!

The GM should call out these approaching challenges at least one full exchange before it arrives—the PCs can see and tell that something is up ahead, after all. When the race arrives at the challenge, the driving vehicles must contend with it between exchanges by driving through it. Of course, sometimes, bystanders and other helpers can try to clear obstacles and challenges in their own way—if your friend on the sidelines clears out a roadblock before you get to it, then you don't have to deal with it!

For NPC-driven vehicles, the GM automatically must mark 1-heat and lose 1-control from them. For a PC driven vehicle, use the following move:

Driving Through Challenge

When you **drive through a challenging section of the track**, roll with **Focus**. On a hit, you drive through it but you have to push yourself and your vehicle to do so; mark 1-heat and lose 1-control. On a 10+, choose one:

- Avoid marking 1-heat
- Avoid losing 1-control
- Move forward one position

On a miss, you barely make it past the challenge; mark 1-heat, lose 1-control, and drop back one position.

Races, Chases, & NPCs

As the GM, you're managing NPCs during chases, and it can be more complicated than it appears! By default, NPCs in races and chases work just like NPCs throughout **Avatar Legends: The Roleplaying Game**. They are minor, major, master, or legendary as appropriate, and have the corresponding stats; they have balance principles if needed; they have the trainings and techniques that fit the fiction and their abilities; and so on.

But in a race, there will likely be many competitors racing alongside the PCs—and in a bending doubles race, that means twice as many individual NPCs! If a GM has six competing vehicles including a PC vehicle, then they have ten NPCs to track in a race! That's a lot for any combat exchange, let alone one that also has the GM tracking the individual vehicles involved.

For that reason, GMs, try to limit your races or chases to a total of six competing vehicles (or fewer). Generally speaking, most races work just fine with only four total competing vehicles.

In addition, as the GM, you should treat NPC vehicles as a single unit (if there is a driver and bender in the vehicle)—don't treat the driver and the bending passenger as separate combatants during combat exchanges. The individual NPCs should still have separate fatigue, conditions, and balance as needed, but during the exchange, choose a single approach for the entire vehicle to use. That vehicle can use a number of techniques equal to one plus the highest number of techniques from either of its NPCs—so if one NPC normally gets two techniques in a combat exchange, and the other gets to use one technique, the vehicle as a whole gets to use three techniques total. The vehicle as a whole must use one technique from the basic vehicle techniques (page 87) each exchange, to represent the way the driver drives the vehicle, but otherwise it can use any techniques held by any of the NPCs in the vehicle.

If the vehicle happens to have many NPCs in it, all of whom could reasonably act—for example, a truck with lots of NPCs leaning out of the sides, throwing fireballs—then you're better off treating the non-driving NPCs as a single group, and the driver as a different NPC. Then, follow the guidelines outlined above for how many techniques the vehicle may use in each exchange.

If a race gets down to just one or two NPC vehicle competitors, then you can break them up into their constituent NPCs and treat them as you would normally—the race gets more intense, and the focus of the scene goes on those individual characters! But until then, to make managing the race a bit easier, make sure to treat the individual NPC vehicles as a single combatant when choosing approaches and techniques.

In a race, NPC competitors often target each other, so GMs shouldn't veer away from doing so as they see it fitting the fiction—another reason to keep the number of NPCs limited! Only when some other nefarious plot is afoot should all the NPCs focus entirely upon the PCs. In a chase, the NPCs usually work together against the PCs in full, although you might encounter situations with more than one chasing group—in that case, feel free to have NPCs target NPCs as appropriate.

Vehicle Techniques

Defend and Maneuver

Defensive Driving

DEFEND & MANEUVER

You maintain your position, regain 1-control, and ignore the first 2-heat or damage dealt directly by attacks to your vehicle for the exchange.

Defensive Driving is the vehicle technique for staying the course and protecting your vehicle. You won't move up in the race, but if you're already in the lead you won't have to. You regain 1-control—up to the maximum you started with the last time you made the control move in this race. You also ignore the first 2-heat or damage your vehicle would suffer from attacks this exchange, as you swerve and drive in reaction to those incoming attacks. You ignore two total heat and/or damage—so if you ignore 2-heat, or 1-heat and 1-damage, or 2-damage, you take the next damage or heat inflicted upon you by an attack. This won't protect you from heat or damage you have to mark as a result of other techniques you use, or other non-attack sources like if you accidentally crash for some reason.

Overtake

DEFEND & MANEUVER

Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.

Overtake is the vehicle technique for gaining position in the race. It represents maneuvering past the vehicle in front of you. You must either mark 1-heat or spend 1-control, your choice, to use this technique. You move up one position in the race or chase, unless the other vehicle chooses to mark 2-heat or spend 2-control. If they do, your position remains the same. They must mark 2-heat or spend 2-control in full—they cannot split the cost between heat and control. If they cannot mark the full cost because they don't have enough heat or control, then they cannot block your movement; in other words, a vehicle cannot purposefully lose control and **spin out** in order to stop you from advancing. Similarly, a vehicle cannot purposefully take itself out by marking too much damage in order to stop your advancement. You cannot use this technique to advance one position if there is no vehicle directly in front of you; you may only use Overtake if there is a vehicle in the position directly ahead of you.

Advance and Attack

Scrape

ADVANCE & ATTACK

You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their vehicle suffers 2-damage, they lose 2-control, or they lose 1-control and suffer 1-damage, their choice.

Scrape is the vehicle technique for directly "attacking" another vehicle with your own. It always hurts your own vehicle a bit to do so; you must either suffer 1-damage or lose 1-control to Scrape, as you inflict the harm upon your own vehicle. Then, the targeted vehicle must suffer 2-damage, lose 2-control, or lose 1-control and suffer 1-damage, as it chooses. This does count as an attack, so if the targeted vehicle is Defensive Driving, for example, then they potentially could ignore some of that damage.

Gun It

ADVANCE & ATTACK

You push your vehicle to the limit. Lose 2-control. Then, mark up to 3-heat; your vehicle moves up positions equal to the amount of heat you mark.

Gun It is the technique for recklessly charging forward. It can instantly push you up the race quite a bit all at once, but it comes at a risk; you lose 2-control automatically, and each position you move forward costs you 1-heat. You can move all the way from the back of a four-vehicle race to the front, but that usually costs you quite a bit to do and leaves you vulnerable to the other vehicles. (In a chase, to successfully escape pursuers, you must both start and end a single exchange with at least three empty positions between you and your pursuers; using Gun It won't let you immediately escape! See more on chases on page 84.)

Evade and Observe

If you're driving and you choose **evade and observe**, you may clear 1-heat from your vehicle instead of clearing 1-fatigue from yourself.

Hang Back

EVADE & OBSERVE

Drop back one position. Clear an additional 2-heat or regain up to 2-control, your choice.

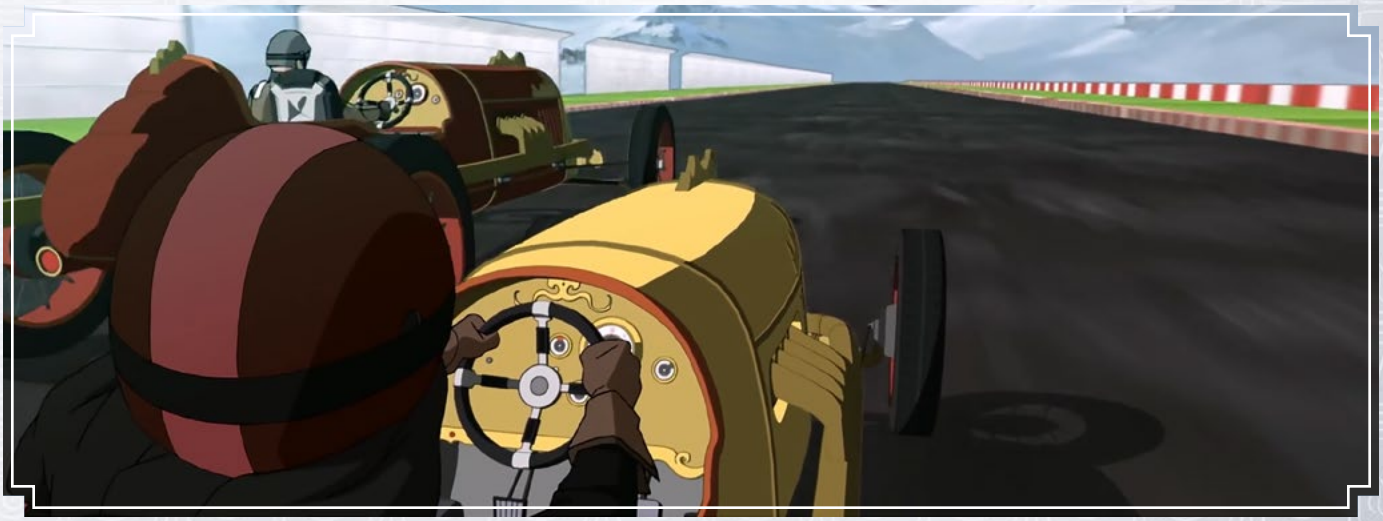
Hang Back is the technique for playing it very safe to give yourself some breathing room. You drop back one position, but you either clear 2-heat or regain 2-control, up to the amount you had the last time you made the control move. This is in addition to the 1-heat you normally clear by choosing to **evade and observe**.

Watch Driving

EVADE & OBSERVE

Regain 1-control and become *Favored*. Next exchange, the enemy vehicle must reveal its approach before you reveal yours, allowing you to change your approach in response.

Watch Driving is the technique for assessing the other vehicles in the race. You regain 1-control, in addition to the 1-heat you normally clear by choosing to **evade and observe**, and you become *Favored*. But most importantly, in the next exchange, your target has to reveal their approach first, and you may change your approach in response. No allies in other vehicles receive the same benefit, meaning that they must still keep to their committed approaches.



EXAMPLE RACE

It's the last race of the underground Badgermole racing doubles league! The PCs, Samra (played by Sally) and Peng (played by Pedro) are racing in their custom speedster against three NPC crews. Samra is the driver, while Peng is her fire-bending partner.

To start the race, Sally rolls the control move. Samra's trained in technology, with **Focus** +3, but she has a few fatigue marked and her balance is off-center, so she rolls with a +2. She gets a 10+, though, and takes 7 control plus her vehicle's +1 stability, for a total of 8. She then wagers 3-heat and 2-control, marking the heat and spending her control down to 6. Her initial wager is 5.

The GM then rolls for each NPC vehicle. The Lighting Lizard vehicle winds up wagering 2 heat and 2 control; the Flying Ferret vehicle winds up wagering 4 heat and 1 control; and the Eerie Eel-hound winds up wagering 1 heat and 3 control. The Flying Ferret vehicle is the only one that had a total initial wager of 5, which ties the PCs' vehicle, but the Sally spent 2-control to the Flying Ferrets' 1-control, so Samra wins the opening and takes 1st place! The Flying Ferrets are right behind in 2nd place. The Eerie Eel-hounds spent more control than the Lighting Lizards, so they wind up in 3rd place, and the Lighting Lizards take 4th. The race is off!

In the first exchange, Sally decides to **defend and maneuver** to try and hold her position, while Pedro decides to **advance and attack** to strike at the vehicles behind them. The GM decides that the Flying Ferrets **advance and attack**, the Eerie Eel-hounds **defend and maneuver**, and the Lighting Lizards **evade and observe**.

During **defend and maneuver**, then, Sally makes the stance move and gets a 7–9—one technique. She uses Defensive Driving, regaining 1-control and preparing to block the first 2-heat or damage her vehicle suffers. The GM decides that the Eerie Eel-hounds, with two techniques total (because the GM is treating the vehicle as a single unit with both driver and bender aboard), use Overtake and then Retaliate. They try to move up with the Overtake, marking 1-heat, and the GM decides the Flying Ferrets allow it. The Eerie Eel-hounds are in second, and the Flying Ferrets drop to third! The bender on board the Eerie Eel-hound vehicle stands ready to retaliate against anyone who strikes their vehicle!

During **advance and attack**, Pedro makes the stance move and gets a 10! He uses Strike and Pressure as Peng unleashes fireballs at the vehicles around him. He decides to focus on the Eerie Eel-hounds—he could target the Flying Ferrets because his vehicle was engaged with them at the start of the exchange, but he thinks the Eel-hounds are a more pressing threat. He chooses not to mark 1-fatigue as he hurls fireballs at the Eel-hounds' vehicle. The GM chooses to have them mark 2-heat on their vehicle (the equivalent of 2-fatigue). Pedro's use of Pressure lets him decide the Eel-hounds can't **advance and attack** next exchange—they're under too much pressure from the fiery barrage!

The Flying Ferrets also used **advance and attack**, however, and they get two techniques as well. The GM decides that they both Scrape and Gun It. They lose 2-control and mark 2-heat to move up to first place in front of the PCs, while also marking 1-damage for the Scrape. The Ferrets could use Scrape against the PCs, but Samra's use of Defensive Driving means she could just ignore the damage, so instead the Ferrets use Scrape against the Eel-hounds! The Eel-hounds lose 1-control and mark 1-damage.

Lastly, during **evade and observe**, the Lighting Lizards get two techniques as well. First, the GM lets them clear 1-heat from their vehicle. Then, they use Hang Back and Watch Driving. Hang Back would drop them one more position, but they're already in last! They get to clear their other marked heat. Then, they regain 1-control and become *Favored* for Watch Driving. They're ready to make a big push next exchange!

But it's the end of the exchange, now, so the GM rolls to see if anyone falls behind. The GM rolls a single d6 and adds the number of fully completed exchanges…but none have been complete so far. The GM rolls a 3, which is equal to or under the total number of remaining racers—so the driver in last place falls behind! The Lighting Lizards played it too safe, and fall out of the race!

Vehicles in Combat

The rules throughout this section focus heavily and primarily on vehicles in races and chases—scenes that put all the emphasis on the vehicles themselves. But vehicles can also be a component of a normal fight scene, with enemies riding motorcycles as they weave in and out of PCs who are only on foot, for example.

In most cases, vehicles involved in a standard fight scene aren't the focus of the scene and shouldn't be represented using the more complex rules above. The standard combat moves and techniques work just fine in these scenes, especially because the emphasis is not on "winning the race," "catching an opponent," or "eluding pursuers," but instead has a more general "defeating foes" goal. Don't worry about tracking vehicles' damage, heat, and control in situations in which they aren't important! Just use NPCs' standard fatigue, conditions, and balance.

If the vehicles play an important role in the overall fight scene, however, here are a few ways to make them matter.

Drivers Versus People on Foot

If you're driving a vehicle and acting against people on foot, you might have a significant advantage. Your maneuverability likely far outmatches that of the average enemy combatant, and you might be protected by your sturdy vehicle.

The simplest way to represent that advantage is to just give those drivers the *Favored* status at the start of every exchange. They are, after all, *Favored*! Similarly, *Prepared* can cover some of the advantages that being in a vehicle grants—if a driver is in some fast, tough super-vehicle, then they might be both *Favored* and *Prepared*!

Alternatively, you might give the driver the equivalent of a free basic technique from a particular approach—usually **defend and maneuver**—every exchange. This is a lot like making them *Favored*, but it gives them a bit of versatility; drivers on motorcycles might get to use one additional **defend and maneuver** technique, no matter what stance they use, indicating how fast and maneuverable they are compared to their enemies!

Damaging Vehicles and Drivers

If you're in an outright fight, then usually the vehicles are more props for the overall fighting than important objects. If two dueling foes drive their speedboats at each other, threatening to hit each other while bending at each other…the speedboats are just props for the fight. If the speedboats break, then that's just fine!

In that case, feel free to treat the vehicles involved in the fights as props, the same way you treat any other aspect of the environment. Automobiles can be smashed or flung by appropriate bending, and a technologist who throws a small explosive can easily destroy an engine. Everyone still has to follow the fiction, no breaking an automobile without doing something appropriate.

Similarly, if one combatant tries to target the driver of a vehicle directly…let them, as long as what they're doing makes sense! In these fight scenes, the focus is still on the actual people involved, on their fatigue, conditions, and balance, so don't spend much time worrying the structural integrity of the car. Instead, focus on what's dramatically appropriate—it's fair for the GM to ask the Waterbender how, exactly, they manage to water whip the driver of the truck!

Designing a Vehicle

Most vehicles in the Four Nations aren't particularly exceptional—they don't have any impressive or complicated modifications, and minus some wear and tear, they're more or less the same kind of vehicle that someone with enough yuan could buy from a corporate salesman. That means that as GM, if you ever need a quick vehicle, you should use a pretty basic template—if possible, just grab one of the sample vehicles on page 93.
In particular, if a PC ever decides they need to quickly steal a vehicle, hotwiring it by **relying on their skills and training**, for example, then unless they're seeking out some specific, special vehicle, they're going to get something unmodified and basic.

But between tinkerers, mechanics, speed demons, and wealthy dabblers, the city does have more than its fair share of customized vehicles with their own unique traits. In terms of the game, that means there's a good chance that at some point, the GM will need to introduce a specialized vehicle, or a player will try to make or buy their own specialized vehicle. These rules provide guidance for how to obtain and design specialized vehicles with additional modules that give them new abilities!

NPC Vehicles

For vehicles driven and modified by NPCs, the GM can make all the decisions about their appropriate stats based on what makes sense in the fiction. Use the sample vehicles in the next section and adjust damage capacity, heat capacity, and the control modifier to fit the fiction. GMs can even give those vehicles one or two special **qualities**, depending on what they can do.

Buying a Vehicle

If a PC wants to purchase a vehicle, they can **rely on their skills and training** to use something like their Privileged background to afford an appropriate vehicle…or they can negotiate and **plead** with the seller to purchase! In general, if the companions need to buy or even rent a vehicle, the focus is not on money and currency, but on the sellers and buyers, and what they ask of each other. GMs can easily ask PCs to undertake favors on behalf of NPCs in exchange for a new vehicle!

Building a Vehicle

PCs, especially those with appropriate skills, can build a vehicle of their very own. Usually, however, doing so requires a garage with tools, lots of time, and supplies of adequate quality. The GM and players work together to make clear the kind of vehicle the PC is building, and what supplies and support the PC needs to finish. Some significant time must pass before the PC can finish, after they have the necessary supplies and support.

Otherwise, however, don't spend too much time on complicating the building of a vehicle. Usually, if a PC is building a vehicle, it's a means to an end, and there really isn't all that much uncertainty about whether or not they can build the vehicle successfully if they've got the time and resources.

PCs Starting With Vehicles

If a PC has a reasonable background and training for it, they can easily start with an appropriate vehicle, especially PCs from wealthier or mechanic/technological backgrounds. A wealthy character can easily have a more luxury vehicle, while a PC with expertise can start with a vehicle they have already successfully modified once, making one choice from the modification move. Notably, vehicles are significantly cheaper than mecha, so it's much more reasonable for a PC to start with a vehicle over a mecha. See more on mecha on page 94.

Modifying a Vehicle

If there are tinkerers and technologists among the companions, they almost certainly want to tinker with their own personal vehicle at some point. To do so, start with one of the sample vehicles below—that's the basic vehicle the PC is modifying, and it sets the standard template for their work. After that, as long as the PC has easy access to the vehicle and a workshop with appropriate tools and resources, they can modify the vehicle once whenever time passes.

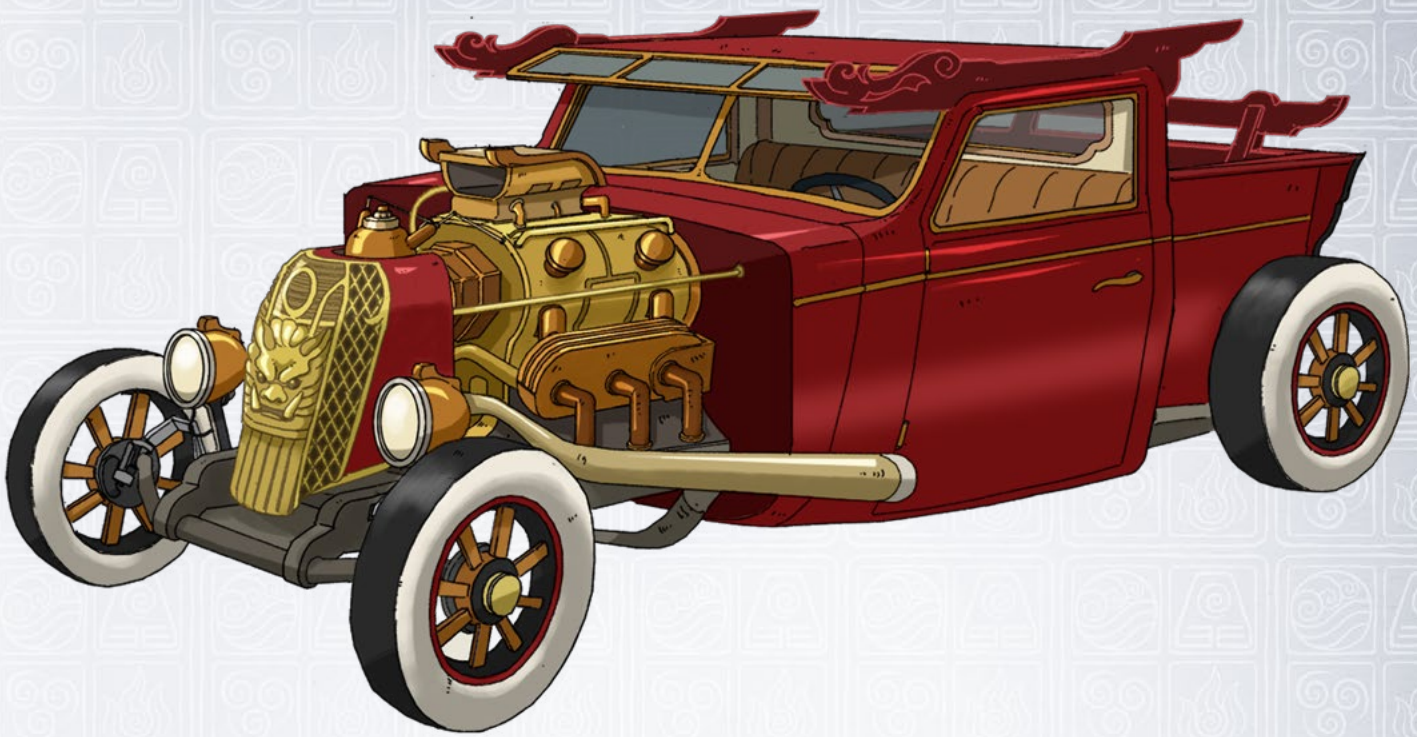
Modification Move

When you **work on a vehicle in a garage while significant time passes**, roll with **Focus**. On a 7–9, choose one. On a 10+, take both. On a miss, choose one and the GM will tell you what other resource or aid you need to finish the modification; until you obtain that resource or aid, the vehicle cannot be driven. Once you do, the modifications are both finished.

- Increase up to two different stats (damage track, heat track, or stability modifier), and decrease the third
- Add a special quality to the vehicle

Any given vehicle is limited by its base template—essentially, the original chassis that all the mods add onto. For the base template, use one of the sample vehicles included in this section on page 93, or the GM and players should work together to create an appropriate template for the vehicle. These limitations are as follows:

- Vehicles have a maximum damage track of their base template +3, and a minimum damage capacity of their base template -3
- Vehicles have a maximum heat track of their base template +3, and a minimum heat capacity of their base template -3
- Vehicles have a maximum stability modifier of their base template +2, and a minimum control modifier of -2
- Vehicles can have three special qualities at most



Special Qualities for Vehicles

These are some ideas for special qualities you might add to your vehicles. These are geared for wheeled automobiles, but they can be adapted for other vehicle types.

Booster Tank

Your vehicle has a special tank of additional, high-combustion fuel. Once per race you can use the tank to boost any forward movement in position by two.

Caltrops

Your vehicle can cast caltrops (spiked triangular traps) behind it through a hidden canister. Once per race, you can immediately throw an obstacle behind you; every car trailing you must either mark 1-heat and lose 1-control, or **drive through challenge** (page 86) if the vehicle is driven by a PC.

Cooling System

Your vehicle has a special cooling system. Once per race, you can activate the cooling system to recover heat. Roll 1d6 and divide the result by 2, round down; you recover that much heat.

Grippy Tires

Your vehicle has excellent tires that grip the road well. When you make the control move, always add +2 to the result.

Quick Ratio Steering Rack

Your steering mechanism can turn the front wheels of the vehicle very, very quickly. Any time you use the Overtake technique, you mark no heat or lose no control if the opposing vehicle blocks your movement.

Redundant Parts

Your vehicle has a few redundant lines, feeds, and connections that ensures it can weather more damage intact. When you take this special quality, increase the vehicle's damage track by one. When you perform **repairs on the fly** on the vehicle, for a PC, on a 7–9, repair 2-damage, and on a 10+, repair 3-damage; for an NPC, they lose 1-control and repair 2-damage instead of 1-damage.

Responsive Brakes

Your vehicle's brakes are particularly responsive and effective. When you use the Hang Back vehicle technique, clear 1-heat in addition to any other recovery.

Spikes

Your vehicle has spikes on the side or on the tire rims. When you use the Scrape technique, you deal 1-damage to the other vehicle in addition to any other effects.

Spoiler

Your vehicle has a spoiler on the back that helps push its back end toward the ground, keeping it more under control. Take +1 to the control move if you are a PC. If you **spin out**, choose one: you drop back one fewer place, or you avoid suffering 1-damage or 1-heat.

Strong Shocks

Your vehicle's shocks are particularly strong, giving you lots of control when bouncing around. When you **drive through challenge** (page 86), if you are a PC, take +1 to the move; if you are an NPC, avoid marking 1-heat or losing 1-control, your choice.

Sample Vehicles

Here are a few sample cars you can quickly throw into your game, especially for NPCs.

RACE CAR — STABILITY +1

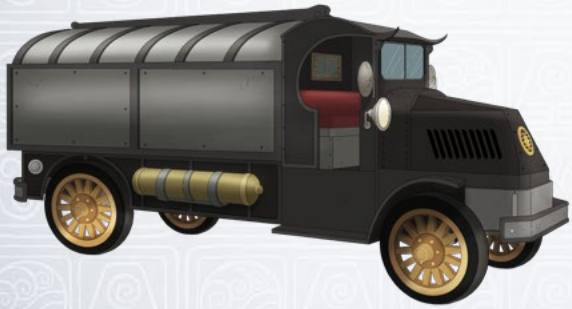
Damage: 7 boxes **Heat:** 12 boxes
Special Qualities: Booster Tank, Cooling System

STANDARD AUTOMOBILE — STABILITY 0

Damage: 5 boxes **Heat:** 5 boxes

MOTORCYCLE — STABILITY +1

Damage: 4 boxes **Heat:** 7 boxes



TRUCK — STABILITY -1

Damage: 10 boxes **Heat:** 5 boxes

SINGLE-SEATED SNOWTRACK — STABILITY 0

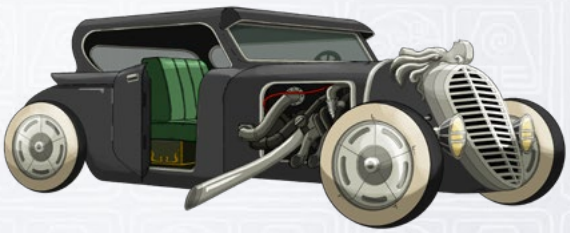
Damage: 5 boxes **Heat:** 5 boxes

SPEEDBOAT — STABILITY -1

Damage: 8 boxes **Heat:** 8 boxes

HEAVILY ARMORED AUTOMOBILE — STABILITY -1

Damage: 15 boxes **Heat:** 6 boxes
Special Qualities: Caltrops, Grippy Tires, Spikes



TURBOCHARGED MODDED HOTROD — STABILITY -1

Damage: 5 boxes **Heat:** 15 boxes
Special Qualities: Booster Tanks, Cooling System, Spoiler

MECHA

Mecha vehicles represent one of the most important new technologies to have reshaped the world in recent years. Since their debut in the Equalist revolution about four years ago, mecha have shown no signs of going away, and people across the city have been finding both new ways to use them and new ways to improve them. As mecha technologies filter out to the world at large, Republic City continues to be the center of mecha development and creation, especially with Varrick, Zhu Li Moon, Asami Sato, and all of the other technologists and corporations based in the city.

Terminology of Mecha

"Mecha" is the overall term for this avenue of technology, covering any mechanized device of roughly humanoid shape, capable of roughly human-level motion, with at least one pilot inside and an array of other functions available to it. Mecha tanks are the first generation mecha, usually most iconic for their treads and their less human silhouettes. Mecha suits are more modern mecha, much more humanoid in their shape, with legs and feet instead of treads. Hummingbird mecha were originally referred to as "hummingbird mecha suits," and that term is still sometimes used, but most have come to abbreviate it to simply "hummingbird mecha."

The History of Mecha

Pioneered by Hiroshi Sato during the Equalist uprising, mecha tanks were designed to be the ultimate equalizer, allowing a non-bender without intense combat expertise and training to easily match and overcome benders. Made from platinum (and platinum alloys) to be immune or resistant to metalbending, armed with pneumatic retractable fists or retractable two-pronged claws or giant magnets, and often capable of generating electricity to electrocute opponents, mecha tanks were truly potent in battle. Only the greatest of benders could successfully stand up to them.

Then, only four years later, Varrick designed new mecha suits that the nascent Earth Empire deployed. These suits sported major improvements over the original mecha tanks in terms of flexibility, versatility, durability, and capability. They used new electromagnetic technology to achieve greater approximation of a human form, along with new features like built-in stabilizing rods and a new rotating three-windowed visor sphere. They sported new weapons like flamethrowers, grapple hooks, pneumatic pistons for high-strength movements, and even retractable chainsaws. The Earth Empire's mecha suits were more than a match for any of the various warlords who resisted Kuvira's growing empire.

The technology took another giant leap forward when Kuvira unleashed the Mecha Giant (sometimes known as the Colossus), an absolutely enormous mecha suit built with the same

principles, over twenty-five stories tall and sporting a massive spirit energy cannon. The Mecha Giant was a true marvel of technology even as it was a nightmarish weapon of war—after seeing it at work, even Varrick came to regret some of the technological innovations that made the Mecha Giant possible.

The Mecha Giant was ultimately defeated by the combined efforts of Avatar Korra and her allies, with its spirit energy cannon inadvertently creating the new Spirit Portal in Republic City (page 44). The remaining platinum mass is covered by spirit vines now, but plenty of engineers and technologists have still planned to capitalize on the technologies involved in its operation, whether by acquiring schematics and designs from the defunct Earth Empire military, or by sneaking into secure warehouses and scavenging directly from the broken Mecha Giant itself.

The most significant additional development in the world of mecha came from Asami Sato—the flying hummingbird mecha suit. Asami had originally conceived of the hummingbird mecha suit as a construction tool, but when the Earth Empire advanced on Republic City, she repurposed her designs with the help of Varrick to combat the Earth Empire's attack. Most of the hummingbird mecha suits were destroyed by the Mecha Giant, but Asami, Hiroshi, Varrick, and Zhu Li Moon flew the prototype suits into battle against the Mecha Giant, using chainsaws to cut through the Mecha Giant's armor. Hummingbird mecha used to require two pilots, but newer models have made the second seat optional.

The Current State of Mecha

Mecha are a powerful piece of technology in Republic City and in the Earth Kingdom. Mecha tanks are a part of the Northern Water Tribe's military, and other nations and areas move ever closer to adopting them widely. But the cutting edge of mecha development remains in Republic City.

First generation mecha tanks are now in use in non-military capacities across the city, especially around the docks moving incoming cargo or construction sites moving building materials. These mecha tanks are disarmed, bearing no explicit weaponry, but of course they can still be dangerous due to their size and power. What's more, most of these civilian mecha tanks are no longer made from platinum—defending them from metalbending isn't a priority. But that only helps make them more affordable.

Mecha suits derived from Varrick's Earth Empire designs are making some headway, but they still remain fairly expensive compared to older generation mecha tanks. In particular, Republic City has had more time to demilitarize the Equalist mecha tanks, removing weaponry and dangerous capabilities; many existing mecha suits remain functional weapons, and civilian factories haven't yet fully converted to creating mecha suits. That's in part because mecha suits have significantly greater capabilities in combat, but their improvements aren't quite as valuable for civilian functions—many corporations are dubious that the increased cost of a mecha suit will validate itself when the device is primarily used simply to pick up and relocate heavy objects.

Hummingbird mecha suits, on the other hand, remain an object of significant interest for many corporations in Republic City. After the Mecha Giant destroyed Future Industries' first wave of

hummingbird mecha suits, it's taken a bit of time to reconfigure existing production capacity to produce more. But the value of a flying mecha, capable of moving heavy equipment and resources vertically as well as laterally, equipped with torches for cutting and for welding, could make an absolutely enormous impact upon civilian production and construction efforts across Republic City.

Future Industries has done its best to manufacture them as quickly as possible and put them into effect, and a few can already be seen at high-rise construction sites in the city. Other competitor corporations need their own designs as Asami's is still proprietary to Future Industries, but it's only a matter of time before technologists invent new forms of flying mecha suits, and the skies above Republic City fill with the sound of buzzing metal wings.

For the average citizen, any kind of operational mecha is well out of reach financially. Even old style mecha tanks are still expensive enough that usually they're only purchased by companies, not individuals. But some enterprising mechanics can purchase junked or broken mecha and fix them up with some ingenuity and clever solutions. Even just scavenging the assorted parts of a mecha tank can allow a particularly brilliant mechanic to cobble together some sort of functional device. These "scrapyard mecha" are themselves becoming more and more common in Republic City as the skillset to work with mecha parts spreads by word of mouth and through the "mechabuilding" scene, where intrepid mechanics put together cool new builds, show them off, and share tips. Some have begun to suggest an underground "mecha battle" arena to match the underground racing tracks.

On average, a Republic City citizen is no longer surprised all that much by seeing a mecha tank or suit out and about, in active use, on a regular basis. Hummingbird mecha suits are much less common and can still provoke some wonder, but over time even those emotions will likely dissipate as more and more hummingbird mecha are churned out. Mecha have become yet another major technology that changes life in the city—and in the Four Nations—and just like the automobile, Republic City's people take it in stride.

Traits of a Mecha

In **Avatar Legends: The Roleplaying Game**, you can always treat a mecha more or less the same you treat a sword or staff; it's a part of the fiction and the scene, and it gives a fighter the ability to use their techniques and fight in combat, but it otherwise doesn't play any important mechanical role. Treating mecha as a weapon is fast, simple, and easy, but it doesn't play up the danger and might of mecha technology.

If you are interested in using mecha with more depth, making them much more significant aspects of the world and more serious threats in combat, then you can write them up and use them during play using the following rules.

Every mecha is represented by two primary traits—energy and modules. A mecha's energy refers to how much power it has to pour into its systems; it's akin to fatigue on any character in the game. A mecha likely has between 5 and 15 energy, depending upon its quality and power. A mecha's modules are its capabilities, the special things it can do. As a mecha takes damage, it loses its modules, until it is entirely non-functional. A mecha likely has between three and six modules, depending upon its quality and power.

Building a Mecha

With a tremendous amount of variation and detail available in mecha design and creation, the components of a mecha can usually be broken down into a few overarching categories:

- The chassis, which is the underlying skeleton of the mecha, its core form
- The skin, which is the top covering and armor of the mecha
- The modules, which roughly correspond to the mecha's two arms, two legs/treads, head, and any other outward additions or modifications (like a hummingbird mecha suit's wings)

These same pieces are how you build a mecha for use in **Avatar Legends: The Roleplaying Game**! The chassis determines the mecha's fundamental energy and maximum number of modules; the skin represents an outer covering, including armor that can make mecha even tougher; and the modules are the mecha's additional capabilities beyond what the chassis alone offers. You can either select one of the pre-made mecha (page 102), or you can design one quickly by picking a chassis, a skin, and a few modules!

Chassis

Every mecha has a chassis, a skeleton that contains its power source and its primary servos. A chassis without skin or modules can still operate, although it is very vulnerable to damage and not capable of much beyond movement. But no mecha can operate without a chassis.

For **Avatar Legends: The Roleplaying Game**, there are three primary types of chassis—tank, suit, and hummingbird—and three levels of quality for a chassis—poor, basic, and excellent. When creating a mecha, pick one type and a quality level that speaks to just how well-made and well-maintained the chassis is. Combine the traits of the chassis type and the quality level, and that gives you the core traits of your chassis!

You can always invent new chassis for your game, assigning them some amount of energy and maximum additional modules. But before applying chassis quality, energy should never be higher than 15 and max additional modules should never be higher than six.

A mecha's energy is a track of boxes like fatigue. A mecha's modules are split between basic modules (the core functions of the chassis, like movement) and additional modules (which add new capabilities to the mecha). Each one comes with a damage box, like a condition; when checked, the module is damaged and inoperable, and any advantages it provides are unavailable.

Chassis Types

Chassis Type	Core Traits
Tank	7 energy, max 2 additional modules
Suit	12 energy, max 4 additional modules
Hummingbird	10 energy, max 3 additional modules + Wing module

Chassis Quality

Chassis Type	Trait Modifications
Poor	-2 energy, -1 max additional modules
Basic	+0 energy, +0 max additional modules
Excellent	+3 energy, +1 max additional modules

By default, every mecha has four basic modules—one module for each of the primary basic physical techniques it uses in combat. That means a mecha has a basic module for:

- Retaliate—Reflex response module
- Seize a Position—Locomotion module
- Strike—High-speed servo module
- Smash—High-power servo module

These modules are all vulnerable, just like any other module in the mecha—which means it's possible for the mecha to lose the ability to use these basic techniques! See more on page 99.

MECHA PILOTS—ONE OR TWO?

The original hummingbird mecha made by Asami Sato had two pilots inside, one who controlled the mecha itself, and the other who operated the additional modules of the mecha—particularly the chainsaws. Over time, the hummingbird mecha were adapted to be pilotable by a single pilot, but some models still feature space for two. When using mecha in **Avatar Legends: The Roleplaying Game**, default to one pilot per mecha. Many mecha can hold a second person, but usually only one person is actually piloting. If a mecha is definitively a two-pilot mecha and two PCs pilot it, determine which modules are under the control of which pilot—each pilot acts in combat as usual, but can only use the techniques associated with the modules under their control. For NPCs, a two-pilot mecha usually works exactly the same as a one-pilot mecha—the two pilots can be treated as individuals if need be for purposes of conditions, balance, and fatigue, but they act as a single entity in their mecha for combat. The only exception is if the two NPCs are very important known, named characters (usually master or legendary, certainly no lower than major), in which case you can treat them the same way as PCs, acting independently but only with control of certain modules.

Skin

A mecha's skin is its metallic shell, the covering over its servos and chassis. Some mecha don't have a skin, or don't have much of a skin; others have advanced and resilient armor.

When picking a mecha's skin, choose the material and the quality of the skin. A "forceful attack" is just one that uses a lot of force, usually involving a physical object—most earthbending will be "forceful," while firebending won't be, and airbending or waterbending might be depending upon the specific attack.

Skin Quality

Quality	Effect
Thin/Poor	The first forceful attack upon the mecha each round inflicts +1-energy
Basic	None
Heavy/Thick	The first forceful attack upon the mecha each round inflicts -1-energy

Skin Material

Material	Effect
Iron	Vulnerable to metalbending
Steel Alloy	Vulnerable to metalbending. Once per combat, ignore any harm inflicted by a single attack
Platinum	Immune to direct metalbending, all firebending attacks inflict -1-energy

Modules

Most of the customization and choice in building a mecha comes in when selecting its modules. Modules generally determine the mecha's systems, its capabilities and vulnerabilities. Most of the customization of a mecha happens around its modules.

If a module becomes damaged (when the mecha takes conditions from an attack or as the cost of a move), the module becomes non-functional and the mecha can't use its abilities and effects until the module is repaired.

Mecha Modules

Name	Benefit
Projectile Claw	Gain the Projectile Claw technique
Elecrticity Generator	Gain the Electric Retaliate technique
Shock Bolas Launcher	Gain the Shock Bolas technique
High-Power Electromagnet	Gain the High-Power Electromagnet technique
Stabilizer	Mark 1-energy to immediately avoid becoming *Impaired* or *Trapped*
Flamethrower	Gain the Flamethrower technique
Pneumatic Piston Punch	Gain the Piston Punch technique
Heavy Grapple Lines	Gain the Heavy Grapple Line technique
Electricity Cannon	Gain the Electricity Cannon technique
Chainsaw	Gain the Chainsaw technique
Retractable Weapon	Gain the Retractable Strike technique
Wings	Gain the Fly technique
High-powered Water Cannon	Gain the Hydroblast technique
Extra Battery	Add three energy to the mecha. If this module is damaged, mark 3-energy
Redundant Modules	This counts as two extra modules that can be marked to avoid damaging another module when attacked, at no other consequence

Making New Modules

You can always invent new modules to use with your mecha! Most of the time, the best way to do this is to pick a technique and adapt it into a mecha module. Because the module can be damaged and the mecha can lose access to it, usually a module's version of a technique is just a smidgeon better than that of a normal user of that technique. If the base technique inflicts 2-fatigue, the mecha version might inflict 3-fatigue. If the base technique inflicts one negative status, the mecha version might inflict two. Be careful about eliminating a technique's costs entirely—many of those costs exist to prevent a fighter from simply using that technique over and over and over—but the destructibility of any mecha module means that even an overpowered module can be broken.

Mecha Techniques

These techniques are all tied to specific mecha modules. They function like all techniques in terms of the game's mechanics, but they are only usable by the pilot of a mecha bearing the appropriate module. They do not need to be trained; as long as you have the appropriate skills to pilot a mecha, you may use its module-granted techniques as if you had them at mastered level.

Chainsaw

ADVANCE & ATTACK

Destroy or destabilize something in the environment—inflicting or overcoming fictionally appropriate positive or negative statuses—and becoming *Favored*.

Electricity Cannon

ADVANCE & ATTACK

Fire a bolt of electricity from your electricity cannon at a target. Mark up to 2-energy. For each energy you mark, your target must mark 3-fatigue.

Electric Retaliate

DEFEND & MANEUVER

Electrically charge the metal skin and appendages of the mecha. Any foe who comes in contact with the mecha at any point during the exchange marks 2-fatigue automatically.

Flamethrower

ADVANCE & ATTACK

Rain fire upon a target. Mark 2-energy to inflict *Impaired* and *Doomed* upon them. Mark 4-energy to inflict *Trapped*, *Doomed*, and *Impaired*.

Fly

DEFEND & MANEUVER

Fly to a new location, including hovering in the air. Engage/disengage with your foes, overcome negative statuses or dangers, establish an advantageous position, or escape the scene. Any foe engaged with you can mark 3-fatigue to block this technique.

Heavy Grapple Lines

DEFEND & MANEUVER

Toss out a pair of high-powered grapple lines and throw yourself around the battlefield to a new advantageous position. Mark 1-energy to become *Favored* and disengage with all current foes, reengaging with a foe of your choice as you take up your new position. Mark an additional 1-energy to inflict 1-fatigue and *Impaired* on any foes with whom you engage.

High-Power Electromagnet

EVADE & OBSERVE

Use an electromagnet to snare a metal object or target. Choose a metal object to target; it is immediately drawn to your electromagnet. If the object is behind, held, or worn by a character, they may mark 3-fatigue to resist this effect. If the object is worn by a character, they also immediately become *Trapped* by your electromagnet.

Hydroblast

ADVANCE & ATTACK

Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach; they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.

Piston Punch

ADVANCE & ATTACK

Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-fatigue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-fatigue, or strike multiple times, inflicting two conditions.

Projectile Claw

ADVANCE & ATTACK

Fire a pincer claw on a metal line at a foe. Inflict 2-fatigue and the *Impaired* status on them. If they are already *Impaired*, or if you mark 1-energy, they become *Trapped*.

Retractable Strike

ADVANCE & ATTACK

Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-fatigue and *Impaired* on your foe. You may mark an additional 1-energy to pin your foe in place and prevent them from using any **defend and maneuver** techniques, unless they mark 2-fatigue to free themselves.

Shock Bolas

DEFEND & MANEUVER

Throw a disc bola with three tethers and an electric generator at a foe. They must mark 3-fatigue to dodge or the bola catches them, instantly inflicting *Impaired* and *Stunned* on them.

Using Mecha in Combat

No mecha can be piloted in combat by someone untrained or inexperienced with technology. If someone with no expertise tries to pilot a mecha in combat against any kind of trained fighter, combat exchanges won't begin—the trained fighters can just fight circles around the inexperienced pilot, and there is no uncertainty about the fight.

Ultimately, using mecha in combat isn't that different from any normal combat exchange! The pilot of the mecha is the focus of the fight scene. They still make the stance move and get some number of techniques to use, as normal. They can use the basic techniques, as well as special techniques provided by the modules of their mecha. The most significant differences surround exactly how a mecha absorbs incoming attacks and pays the costs of techniques, and some of the specifics of those techniques themselves.

Techniques

A mecha pilot can use all the basic techniques with their mecha, but four of them are tied to basic modules in their mecha. If those modules become damaged, the mecha pilot can't use those techniques unless they exit the mecha!

A mecha pilot can also use any of the additional techniques provided by its modules. For purposes of the stance move, these additional techniques are treated as advanced techniques, and the pilot is treated as having them at mastered level.

When a pilot uses physical techniques that involve moving or attacking with the mecha, they pay all costs using energy 1-for-1 instead of fatigue and damaging modules 1-for-1 instead of marking conditions. When a pilot uses techniques that involve their own observations or words, they pay any costs themselves. A pilot can't use any of their own advanced techniques that call on bending while within a mecha. A pilot can only use their own weapon or technology techniques if those techniques don't require the pilot to move freely or directly affect the target.

Damage

The pilot of a mecha is protected by the mecha, meaning that incoming physical attacks only hurt the mecha, not the pilot. Any time a foe attacks the mecha with any kind of physical attack, the harm—fatigue or conditions inflicted—is taken by the mecha, not the pilot. The mecha marks energy instead of fatigue 1-for-1, and the mecha marks damage on its modules instead of marking conditions 1-for-1. If the mecha can't mark any more energy but has to, it must mark damage on its modules 1-for-1 for the remaining energy. If the mecha can't mark damage on any of its modules but has to, then the mecha is destroyed.

If an attack normally inflicts a specific condition, or the attacker chooses which condition to inflict, they can choose which module they damage. Otherwise, the GM should use their discretion to determine which module is damaged, based on the actual attack; by default, the GM decides using the fiction, instead of the pilot choos-

MECHA & ELECTROMAGNETIC PULSES

The vast majority of mecha are vulnerable to an electromagnetic pulse, which instantly shuts them down because of their electrical power and systems. To generate a pulse of sufficient strength, however, a technologist needs particular equipment readily available—they can't generate an EMP device in the middle of a street, for example. What's more, a powerful EMP likely also damages other devices in the city, causing collateral damage without discrimination. The United Republic and other nations are looking into EMP defense devices to take down attacking mecha, but they are also looking into EMP shielding for mecha skins. EMP might eventually come to define an important aspect and avenue of large-scale mecha conflict, but for now, EMP projectors and EMP shielding aren't available and reliable enough to shape the conflict. If a PC technologist tries to whip up an EMP generator on the fly, then if they have appropriate available resources, they might be able to do that by **relying on their skills and training**, but those resources are not common—Varrick could only do it with resources from a well-equipped Earth Empire guard post and its own generator, or the resources of Future Industries and its enormous metal radio tower!

ing which module is damaged. For example, if a PC aims a giant ice spike at a mecha suit's leg, then the GM should likely say a module in the legs is damaged, be it the locomotion module that enables Seize a Position or the Stabilizer located in the mecha suit's calves.

When a mecha is destroyed, its pilot is automatically taken out, PC or NPC. The only chance a mecha pilot has is to Seize a Position to escape the mecha during a combat exchange or to exit the mecha between combat exchanges; if they leave before the mecha is destroyed, they can continue to fight on.

Foes can directly affect the pilots of mecha with their words—techniques like Test Balance are always more about social interaction than physical combat, and even a technique like Pressure has a psychological component to it. There might be times that a mecha canopy is opaque, preventing anyone from seeing how the pilot reacts, or times that the pilot can't hear what's happening outside and vice versa…but those are rare circumstances. An opaque canopy prevents the pilot from seeing out, and if the pilot can't hear, they're missing important information for a fight!

Metalbending and Mecha

Most of the mecha seen throughout *The Legend of Korra* were made of platinum, meaning that no Metalbender could affect them. Most high-value, military-grade mecha are still made of platinum for that exact reason. But more and more, new mecha made from iron or steel are coming off their production lines. These are usually either the result of a lack of resources—platinum is expensive!—or the fact that the mecha aren't intended for a combat purpose.

A Metalbender facing one of these non-platinum mecha can deal quite a bit of damage to it directly. The simplest way to handle this is with the Smash technique—a Metalbender can use Smash to instantly damage a single non-platinum mecha module of their choice, effectively allowing Smash to inflict a condition of the Metalbender's choice on a vulnerable mecha.

Repairs

Given enough time and access to resources, a technology-trained character can usually repair a damaged (not destroyed) mecha, clearing damage from its modules and clearing its energy. Repairing a mecha with any degree of urgency is a bit more fraught; to do that, a PC must **rely on their skills and training**, and can at best clear damage from one module and clear 3-energy on a hit. Further repairs require more time and resources.

A destroyed mecha is pretty much wrecked. It might be possible to repair it given a long, long time and plenty of replacement resources and parts, but that might be just as difficult as getting a whole new mecha. Either way, it's a whole adventure in itself to get the materials, workshop, and other resources needed to fix a destroyed mecha.

GMing Mecha in Play

Mecha are not exactly commonplace, but they are present in Republic City in many different places and at many different levels of society. They're used legally as industrial equipment and illegally as scavenged rebuilds in Triad turf wars. As a result, mecha are likely present in any game of **Avatar Legends: The Roleplaying Game** set in the Korra Era in Republic City. But that doesn't mean you must focus on them as a GM, or even use these full rules to represent them with the game's system.

As a GM, the two main reasons you might introduce these mechanics and more intricate rules for mecha into your game are that they 1) help you emphasize the threat of NPCs, particularly non-benders, and that they 2) help a PC to do cool, fun things that their player is excited to do.

Emphasizing Threats

The first reason is all about combat itself. Mecha, especially within these rules, are very dangerous and powerful. Any fighter would always rather face an individual person than an equally skilled pilot in a mecha! If someone pilots a mecha in a fight, they immediately turn into a greater, more obvious threat. Similarly, a fight involving mecha almost always winds up being more destructive and generally dangerous than even one with multiple Firebenders—these giant devices tend to race around, smashing into each other and their surroundings, while using weapons that aren't exactly precise.

If an NPC has a mecha, fully built using the rules in this section, they immediately stand out as a threat. Obviously, plenty of martial arts experts are more than capable of being a threat with nothing more than a staff, but the towering size of mecha, the way they can possess the capabilities of multiple kinds of benders, the way that they instantly turn a non-bender (and likely non-fighter) into a threat capable of contending with master benders…These all add up to a kind of exclamation point on the character, making them suddenly a serious danger.

Be careful not to overuse mecha—not every non-bender should have a mecha. Not even every technologist should have a mecha! Asami Sato is quite the capable fighter even outside of a mecha suit. But if the companions are ready to face off against that one politician they've mostly been fighting in the world of speeches and the media…giving the politician a mecha suit is a great way to make them a physical threat the PCs can contend with, while also making them a real danger. Without the suit, the politician has to be an expert bender, weapons user, or technologist to vie with the companions, and that might not make sense for the NPC; Hiroshi Sato, though a master technologist, was also older and less martially trained than any of his foes. He became a true threat to them by stepping into the cockpit of a mecha.

In this capacity, use mecha as a way to draw attention to danger and to put significant opposition before the PCs. If they face even a single mecha in decent repair, then they should focus up and be ready to fight. If they face a squad of mecha, then they're in for a tough fight. If they face off against an entire army of mecha, then that means they're facing an implacable, terrible threat!

When giving mecha to NPCs, take into account the importance of the NPC. Minor NPCs should never have mecha unless they're actively being supplied by someone more powerful as part of some massive force, as Hiroshi Sato did for the Equalists. Major NPCs might have a mecha, but it probably isn't of excellent quality in either chassis or skin, and it might even have a module or two fewer than its maximum. Master NPCs and legendary NPCs, however, should have impressive, powerful, and unique mecha—perhaps even new models that push the boundaries of what Republic City has seen before!

Mecha Groups

Sometimes, you'll want the companions to face an entire group of mecha. These are moments of intense conflict, with the odds stacked against them!

First of all, when using mecha in a group, they should all be the exact same kind of mecha, with the same quality and modules. If it's important that they be differentiated from each other, it's better to treat them individually. You can always split a single group of mecha into two groups, with each group defined by its particular mecha design.

For any group of mecha, you can treat it as a single entity with baseline energy and modules equivalent to a single mecha in the group. Then, if it's a small group (5–10 mecha), give it +5 energy and +2 extra modules representing their sheer numbers. If it's a medium group (11–20 mecha), give it +10 energy and +4 extra modules. If it's a large group, (21+ mecha), give it +15 energy and +6 extra modules. In every case, make sure you also have the group of pilots statted up with conditions, fatigue, and balance as normal for a group of that size.

Remember that NPCs always get to use a number of techniques equal to 1 + their balance rating. The group still gets a group technique, which the pilots can use within their mecha.

Helping PCs Be Awesome

The second reason for introducing mecha is to support a PC in being cool and getting to do fun things. By default, a character has to either have training in technology or some other reason from their background to justify an ability to pilot a mecha. That means all technology-trained PCs can probably handle a mecha, and it's one of the spaces that gives them a unique, fun piece of the fiction to play with.

Introducing a mecha, even on the side of the opposition, gives that PC a chance to shine! If they can get into the mecha's cockpit, they can drive it into battle, showing off its abilities alongside their allies. If it is damaged, they can work on repairing it, or be driven by the need to obtain replacement materials and components. A mecha, particularly one that a PC constantly uses, repairs, and tinkers with can be a great source of new stories.

As the GM, letting a PC have their own mecha under these rules at the start of play is usually a bit much. In the fiction, mecha aren't really the kind of thing a private individual can own, even if that individual has a lot of money! You and your group can always make exceptions, particularly if a PC technologist wants their fighting style to be "uses a mecha," but even then, a PC is generally better off picking something smaller, more

maneuverable, and more accessible than just a mecha as their fighting style. Maybe they pop their mecha's electricity cannon arm off and carry it around with them!

Mecha—even the sleeker suits—are huge! If a mecha is just running down a city street, that's liable to draw a lot of attention, especially from Republic City authorities—they don't look fondly on unsanctioned mecha use or battling! A PC with a mecha still has to be thoughtful about when and how they bring that mecha into the action, and foes aware of the PC's mecha will factor it into their plans, doing what they can to neutralize the mecha or keep it at bay. All of those limitations mean a mecha is never a button to win every conflict.

If a PC does have a mecha, make sure they get a chance to use it and show off every one or two sessions. In particular, throw them against other mecha, too—that way they can really test their mettle against other mecha pilots!

PCs and Repairing or Upgrading Mecha

Once a PC has a mecha, they likely want to repair it and improve it. Repairing a damaged mecha should usually be just a matter of time, so long as the character performing repairs is technology-trained and has access to a workshop with appropriate tools. If they don't have the tools and basic materials for repairs, then that's something they need to secure before conducting any significant repairs! The time on those repairs manifests between sessions of play—even a well-equipped PC can't usually perform full repairs during a single session of play. If the mecha is ever destroyed, however, then they absolutely have to secure special additional materials to repair it to functionality, or they have to find a new mecha entirely. A destroyed mecha should be a chance for a new story about how the PC gets those resources!

Improving a mecha is also a great chance for new stories! The focus of these stories is never whether the PC can make improvements; instead, focus entirely on the special materials, supplies, and additional aid that the PC requires. Don't use **rely on your skills and training** to resolve whether a PC can upgrade their mecha's chassis quality. Instead, they can **rely on their skills and training** to identify the specific supplies they need and where to find those supplies! A PC hoping to add a electricity cannon to their mecha might **rely on their skills and training** to find a junkyard in the city scrapping Earth Empire mecha suits… although then, they'd probably have to **plead** with or **intimidate** the junkyard owner to get their hands on the cannon!

A mecha's chassis is upgradable in terms of its quality, but a mecha tank can't be changed into a mecha suit—at that point, the pilot should seek a whole new mecha. Modules on a mecha can be removed and replaced, except for the basic four modules. A mecha's skin can also be improved or straight up replaced. But in every case, the story comes from where the technologist even gets their hands on these supplies. They have to deal with titans of industry, scrapyard salvagers, Triads, city officials, and more!

Pre-Built Mecha

These mecha represent a few of the more common models around Republic City today. Use them if you need a mecha on the fly, or as an example to build on or modify!

Equalist Mecha Tank

An original mecha tank built for Equalist use in their uprising.

Chassis: Tank **Chassis Quality:** Basic*
Skin: Basic, Platinum **Energy Boxes:** 7

Modules:

- ☐ Reflex response module (Retaliate)
- ☐ Locomotion module (Seize a Position)
- ☐ High-speed servo module (Strike)
- ☐ High-power servo module (Smash)
- ☐ Projectile Claw
- ☐ Electricity Generator

*It once was excellent, but it's been years since the tank has been well maintained

Earth Empire Commander Mecha

A well-made suit built for commanders and leaders in the Earth Empire army.

Chassis: Suit **Chassis Quality:** Excellent
Skin: Basic, Platinum **Energy Boxes:** 15

Modules:

- ☐ Reflex response module (Retaliate)
- ☐ Locomotion module (Seize a Position)
- ☐ High-speed servo module (Strike)
- ☐ High-power servo module (Smash)
- ☐ Stabilizer
- ☐ Flamethrower
- ☐ Pneumatic Piston Punch
- ☐ Electricity Cannon
- ☐ Heavy Grapple Lines

Prototype Hummingbird Mecha

An early hummingbird mecha suit prototype built by Future Industries.

Chassis: Hummingbird **Chassis Quality**: Basic
Skin: Thin, Steel **Energy Boxes**: 10

Modules:

- ☐ Reflex response module (Retaliate)
- ☐ Locomotion module (Seize a Position)
- ☐ High-speed servo module (Strike)
- ☐ High-power servo module (Smash)
- ☐ Wings
- ☐ Chainsaw

LOADLIFTING MECHA TANK

A battered and worn mecha tank adapted for industrial loadlifting.

Chassis: Tank
Chassis Quality: Poor
Skin: Poor, Iron
Energy Boxes: 5

Modules:

- ☐ Reflex response module (Retaliate)
- ☐ Locomotion module (Seize a Position)
- ☐ High-speed servo module (Strike)
- ☐ High-power servo module (Smash)
- ☐ Stabilizer

ADVANCED HUMMINGBIRD MECHA

A next-generation hummingbird mecha suit with advanced weaponry.

Chassis: Hummingbird
Chassis Quality: Excellent
Skin: Basic, Platinum
Energy Boxes: 16

Modules:

- ☐ Reflex response module (Retaliate)
- ☐ Locomotion module (Seize a Position)
- ☐ High-speed servo module (Strike)
- ☐ High-power servo module (Smash)
- ☐ Wings
- ☐ Chainsaw
- ☐ Flamethrower
- ☐ High-powered Water Cannon
- ☐ Extra Battery

SCAVENGED TRIAD MECHA

A mecha suit collected and restored by a Triad.

Chassis: Suit
Chassis Quality: Poor
Skin: Thick, Steel
Energy Boxes: 10

Modules:

- ☐ Reflex response module (Retaliate)
- ☐ Locomotion module (Seize a Position)
- ☐ High-speed servo module (Strike)
- ☐ High-power servo module (Smash)
- ☐ Retractable Weapon
- ☐ Redundant Modules
- ☐ High-power Electromagnet

WHAT ABOUT THE MECHA GIANT?

How can you represent the enormous, gargantuan Mecha Giant-style mecha in your game of **Avatar Legends: The Roleplaying Game**? First, the Mecha Giant was unique, a direct result of spirit vine energy and the massive resources of the Earth Empire—it's unlikely that any nation in the world will ever be able to produce something like it again. In your game, anything like the Mecha Giant should be incredibly rare, the result of a master plan hatched over a season of play. Second, don't try to represent it mechanically! Any amount of energy or modules is insufficient to capture the sheer power and danger of the Mecha Giant. Instead, focus on its fiction and the uncertainty around it. The Mecha Giant was entirely platinum, so nothing could metalbend it—no uncertainty! The Mecha Giant was powered by spirit vine energy, so an electromagnetic pulse couldn't stop it—no uncertainty! The Mecha Giant was so terrifyingly powerful that at best, it could be slowed or forced to stumble, but it could never be stopped—any attempt to stop it entirely fails, no uncertainty!

The point of a massive threat like the Mecha Giant is that it can't be stopped by any normal means, including fighting it via normal combat. It's just too much! The companions have to come up with new and different ways around its massive power and defenses to deal with it. For the Mecha Giant, Korra and her friends had to hatch a plan to cut through its armor and get inside—they couldn't face the giant mecha head-on, but they could wreck it from within, and Korra could face Kuvira inside the Mecha Giant's bridge! Be wary of introducing a massive, overpowered threat like the Mecha Giant if you have absolutely no idea how it might be stopped. Players are fantastic at coming up with new, inventive solutions and the game itself supports playing to find out what happens...but if even you, the GM, can't come up with a way to defeat the threat, there's a good chance that the challenge will just be frustrating, not fun. See page 254 of the **Avatar Legends: The Roleplaying Game** core book for more!

CHAPTER 4

PLAYBOOKS

第四章

CHAPTER 4

This chapter contains three new playbooks and advice for using each in your game. The accompanying guidance expands on the core ideas of each playbook, setting you up for success without demanding you always take a specific course, in addition to mechanics advice on the particular moves and features of these playbooks. Remember that each player in the game should use a different playbook—no repeats!

In this chapter, there are three new playbooks designed to open up a whole new array of additional character and story arcs. Every playbook gives a set of options for different kinds of characters and stories, and these three playbooks present all new paths to those stories for your game!

Three New Playbooks

These playbooks are all slightly more complex than the ten available in the core book, but they can be used just like those playbooks. You can add these three to the original ten, or you can pick and choose a particular set of options for a game.

These playbooks are geared for more complicated ideas and mechanical elements than the original set, and focus on longer-term arcs over immediacy. It might be harder to use these playbooks in a one-shot game, where players don't have time to really play through the complicated issues presented. They're best used by experienced players comfortable with trying an interesting arc across many sessions of play.

If you do use these playbooks in one-shot play, make sure the players are aware that they likely won't get to use the full scope of their feature. Suggest that new players pick playbooks from the core book, and that only experienced players use these additional playbooks.

Here are a few ideas of particular playbook mixes, each one focusing on a couple themes and designed to support the longer term play elements of these new playbooks. The playbooks in each mix portray different aspects of each theme. An italicized playbook below indicates that it comes from **Wan Shi Tong's Adventure Guide**:

- **Belonging and Outsiders:** The Outcast, the Adamant, the Hammer, the Pillar, the Successor, *the Foundling*
- **Finding Purpose:** The Adrift, the Bold, the Guardian, the Icon, the Idealist, *the Destined*, *the Elder*
- **Public Reputation:** The Aspirant, the Icon, the Idealist, the Rogue, the Successor, *the Razor*

Bringing Them to the Table

These playbooks, like the rest, work well for a brand new character. Existing characters can always switch over to one of these new playbooks should the time come. Remember that when PCs take moves from other playbooks, they can always take moves from any playbook, even those not currently used in your game. That means each one of these playbooks expands the overall pool of available moves for every character. You cannot, on the other hand, take any of the special, unique features of other playbooks without switching into those playbooks—no taking the Adrift's **Upsetting the Cabbage Cart** while you're playing as the Hammer!

Public Reputation in the Avatarverse

Between the Aspirant and the Outcast, these new playbooks help emphasize another element of the Avatarverse—public reputation. Some playbooks in the core game—the Icon, the Idealist, the Successor—have some elements concerned with reputation and how you are known widely, but the Aspirant in particular mechanizes and emphasizes that part of the game.

While the Aspirant is perfect for more interconnected, modernized eras like the Korra Era, the Aang Era, and even the Hundred Year War Era, the same ideas still apply well to the Roku Era and the Kyoshi Era—news can likely travel faster than you can, and you can easily walk into a new town to find yourselves already loved or hated based on your past actions!

The Outcast, on the other hand, can exist easily in any era. Their reputation is strongest in their home community, the one that cast them out, but it can follow them to many places they might go. What's most important for the Outcast is that when their reputation precedes them, through gossip that travels, a NPC that happens to know them in the area, or possibly the media. It becomes one more hurdle they likely have to overcome before making forward progress with the local community.

GMs of games with a bit more focus on public reputation should be prepared to portray the group's reputation as a whole, in addition to the particulars surrounding any given individual PC. The Icon likely has a reputation that precedes them in communities familiar with their role, for example, but a town in the Earth Kingdom will likely have heard of that group of wandering kids who made a wreck of Ba Sing Se last session, completely separately from anything they know about the Icon!

New Playbooks

The Adrift

They used to do exactly what they were told, never stepping out of line or really having an identity of their own, and now they're putting themselves out there and fighting for something they believe in. Their balance principles are Risk vs Stability.

The Aspirant

They are deeply and fully committed to the group's overall focus, but they believe they need the help of public opinion to achieve real positive change in the world. Their balance principles are Legacy vs Adoration.

The Outcast

They were thrown out of their hometown for a conflict over their integrity, and now they're finding ways to belong while staying true to themselves. Their balance principles are Society vs Integrity.

THE ADRIFT

The Adrift

The Adrift is trying to find a cause and purpose to invest in. Play the Adrift if you want to encounter conflicts around what to care about, and when caring too much is dangerous.

Resilient, searching, detached, capable. The Adrift was once exactly what others expected of them, playing some role to perfection without ever caring or investing in anything. They couldn't bring themselves to commit to the world, to involve themselves—they just did as was expected. But now, they're trying to find a cause to commit to, a reason to struggle and strive.

The Adrift is slowly shifting from being so deeply enmeshed in inoffensive, perfectly safe apathy, to taking risks and putting themselves on the line for worthy causes. That means more than any other hero, they start out already skewed toward one of their principles and their journey is about shifting away from that principle.

Starting Stats

Creativity +2, Focus 0, Harmony 0, Passion -1

Demeanor Options

Careful, Dismissive, Inscrutable, Sarcastic, Sharp, Subdued

History

- What was the stable, comfortable role you easily played up until recently?
- Who hopes to inspire you to care about a cause?
- Who cares about you and doesn't want to see you overcommit and get hurt?
- What token do you carry to remind you of a lost friend or loved one who cared too much and was brought down by it?
- Why are you committed to this group or purpose?

Connections

- _____ embodies the kind of commitment and care that I'm interested in learning more about. What cause do I think they're most interested in?
- _____ takes unnecessary risks all the time, and it's going to destroy them and those around them. I need to get them to play it cooler.

Moment of Balance

You see it now—a path to pour yourself into your endeavor, without losing yourself, without sacrificing everything that you are just to achieve your end. In this moment, you find total clarity on what matters most to you, truly, and how best to protect or promote that. Tell the GM how you put yourself on the line just enough to deliver the perfect action and resolve a problem or conflict instantly.

Principles

Risk vs Stability

The Adrift's struggle is between the principles of Risk and Stability. Stability represents a chosen apathy, designed to keep them safe, protected, and constant. But even though the Adrift's trajectory shifts them away from Stability, they can still draw strength from the familiar, from comfortably shifting and bending with the world's needs. NPCs might also shift the Adrift toward Stability when they discourage Risk as something unnecessary or dangerous. A Stable Adrift is very capable of shrugging off failures, setbacks, and harsh words, though they are less likely to commit to anything real or dangerous.

Their Risk principle represents the Adrift coming to put themselves on the line by taking chances. As the Adrift's Risk rises, they become more and more likely to pick up causes and commit, to involve themselves in the world despite the cost. A Risky Adrift can put themselves and their emotions in peril by committing to dangerous or costly causes with real fervor and verve, but might pick the wrong cause or the wrong time to risk it all.

The Adrift tries to balance these two principles by shifting away from their initial Stability toward a place where they can actually Risk things. They do not shift their center when they lose their balance toward Stability, unless they want to—so there is no risk of the Adrift's center falling off the track toward Stability unless their player chooses it. The real struggle is finding out the right amount to commit and how much to risk, and the Adrift's Moment of Balance exemplifies finding that perfect balance at exactly the right moment.

Upsetting the Cabbage Cart

You've lived as expected and as told, feeling detached from the world...until now. You've changed, and now you are looking if there's something you're willing to risk everything for.

Waking Up

Your center and your balance begin play at +3 Stability; you can still shift your balance by one step when you make your character.

When you mark a condition, you may choose to shift your balance toward Stability instead.

Hedge Your Bets

When you **lose your balance** toward Stability, instead of choosing one option from the normal list, choose one option from this list:

- Surrender to your opposition and clear all your conditions
- Flee the scene and clear all your fatigue
- Stumble or trip and draw attention; give an opponent an opportunity to act freely against you, and give an ally an opening to safely flee

Afterward, you may choose whether or not you shift your center toward Stability.

Going All-In

Once per session, when you decide to risk everything to overcome a difficult or dangerous opponent or challenge, shift your balance toward Risk, and roll with Risk. On a hit, choose 2. On a 10+, also clear two conditions or all fatigue. On a miss, mark a condition and choose 1.

- Hold 1; spend your hold to take a 12+ on any move in pursuit of your goal
- Become *Empowered* for the rest of the scene
- Ignore the next condition and 2-fatigue inflicted on you in this scene
- Ignore the next time that shifting your balance causes you to **lose your balance** this scene; instead, don't shift your balance at all

If you fail to overcome the opponent or challenge, choose 1:

- Mark a condition; you cannot clear that condition until you **lose your balance**, are taken out, or enough time passes
- **Lose your balance** toward Risk (no matter where it currently is)

The Adrift's Upsetting the Cabbage Cart

At character creation, as per **Waking Up**, the Adrift has their center at +3 Stability instead of +0. Their balance also starts at +3 Stability, though they can choose to shift it toward Risk once as normal. Crucially, the Adrift uses the **Hedge Your Bets** list instead of the normal list when they **lose their balance** toward Stability, and they get to choose whether or not they shift their center toward Stability, instead of being required to do so. Adrift players might choose to shift their center if they're getting too close to Risk, or if they've decided to resolve their character's story toward Stability. Remember that **Waking Up** allows you to shift your balance toward Stability instead of marking a condition, as well.

For **Going All-In**, the Adrift makes a choice and commits to it. The opponent or challenge they go against should be difficult or dangerous—that is to say, this isn't a feature to use for casual difficulties! You can only use this move once per session, but you shouldn't hesitate to commit if you feel you're up against a worthy foe or challenge.

Make all your choices when you roll the move. If you choose to "Ignore the next time that shifting your balance causes you to **lose your balance** this scene," remember that it only stops you from shifting your balance off the end of your balance track—it won't protect you from **losing your balance** directly, like when you "**lose your balance** toward Risk" if you fail to overcome the opponent or challenge!

You "fail to overcome the opponent or challenge" at the point at which your initial risk has clearly failed to pay off. Often, that will happen towards the end of the scene if the challenge or opponent remain intact, unsolved, and unbeaten. But it might happen early—if the opponent steals the ancient scroll and runs away, you likely still failed to overcome them even if the scene is continuing. If you wind up being taken out while combating the volcano's lava flow, you may still have failed to overcome it as it destroys the nearby village—in that case, when you wake up again, you confront your loss and choose one of the options.

MOVES CHOOSE TWO

☐ CHANGING PLANS

The first time you **advance and attack** in a combat, you may roll with **Creativity** instead of **Passion**. The first time you **evade and observe** in a combat, clear 2-fatigue. The first time you **defend and maneuver** in a combat, become *Favored*.

☐ PLAY THE PART

When you give in to the demands of another character after honestly disagreeing with them, you may clear a condition or 2-fatigue, or you may shift your balance. When you let an NPC shift your balance, or go along with another character calling on you to **live up to your principle**, you may clear 1-fatigue.

☐ BROODING MIND

When you spend plenty of time brooding over your problems, roll with **Creativity**. On a hit, you come to a new insight about your problems and how you might resolve them. Ask the GM one question about how you might resolve a problem facing you; the GM will answer you honestly, and you take +1 ongoing while following their advice. On a 7–9, one of your other problems grows larger in your mind as you brood; mark a condition, GM's choice. On a miss, you can only see the worst parts of yourself and the world around you; mark a condition of the GM's choice, and shift your balance as the GM chooses.

☐ DRAWING IRE

When you stand between a dangerous opponent you are engaged with and an ally within reach in combat, mark 1-fatigue to force your foe to focus on you instead of your ally. Your opponent must mark 1-fatigue and become *Impaired* to target your ally with a technique while you are engaged with the opponent. If your ally escapes the combat or the dangerous opponent is defeated, clear a condition.

☐ HIDDEN KNIVES

Even if you're bound or captured, you can usually find a way to use your skills and training, whether through hidden weapons, incredibly subtle bending, or tiny gadgets. When you **rely on your skills and training** while bound, gagged, or otherwise restrained, roll with **Creativity** instead of **Focus**. When you are *Trapped*, you need only mark a combination of two conditions or fatigue to escape.

Moves Advice

For **Changing Plans**, a combat means a single ongoing set of linked exchanges within the same scene. Even if those exchanges have a pause in between them when characters share words, they're still one combat.

For **Play the Part**, you can only trigger the first piece of this move if you give in after an honest disagreement—in other words, if you give in when you actually agree, or if you give in when you never had an opinion in the first place, the move does not trigger. For the second piece of this move, you clear 1-fatigue every time that an NPC shifts your balance without you resisting, and every time that someone calls on you to **live up to your principle** without you, in turn, denying or resisting.

For **Brooding Mind**, "plenty of time brooding on your problems" usually means that you need some significant amount of time, without being disturbed or interrupted, and without interacting with anyone. This isn't about study or investigation so much as brooding on your own thoughts. On a hit, you can ask any question you want, and you take +1 ongoing on following the GM's honest answer.

For **Drawing Ire**, you must remain engaged with your opponent to have an effect—that means if your opponent starts to move away, you have to keep up with them to continue to hinder them. If your opponent cannot mark 1-fatigue while you are engaged with them, then they cannot target your ally. If your opponent is already *Impaired* while you are engaged with them, however, they can still target your ally.

For **Hidden Knives**, you nearly always have justification to **rely on your skills and training** when bound, trapped, or caged. You also can use **Creativity** instead of **Focus** in those situations. If you suffer the *Trapped* status, you only need to mark two conditions or fatigue, instead of three total.

Growth Question

> Did you honestly and openly express a strong emotion?

The Adrift's growth question is about making sure they emerge from their shell of apathy, whether they focus on Stability or Risk. They have to actually exhibit their conditions and their self, instead of hiding it behind a facade, to grow.

Harmless Pins

EVADE & OBSERVE

Throw, release, or otherwise cast some kind of pin, knife, shard, fragment, or other pointed implement to stick a target's clothes to a wall. Inflict *Impaired* on your target; if they are already *Impaired*, inflict *Trapped*.

For Harmless Pins, the Adrift's advanced playbook technique, you pin your target to a wall or the floor—any available surface! There might be times when there is no surface to pin them to for whatever reason, and this technique might not make sense in those cases. But regardless of your training, you can always pin them using something—even an Airbender can use gusts of wind to hurl small shards of metal and pin a foe. This technique can apply *Trapped* to a target that became *Impaired* in the same exchange, including from a technique you use—so if you use Bolster or Hinder and this technique together in the same exchange, you can both inflict *Impaired* and *Trapped* all at once!

THE ASPIRANT

The Aspirant

The Aspirant hopes to change the world, and to do that they seek fame and influence. Play the Aspirant if you want to contend with reputation and the demands of those who see you as their hero.

Hopeful, ambitious, performing, mutable. The Aspirant is a figure of hopeful, positive change in the world at large. To achieve that change, they pursue fame and reputation, hoping to wield it to successfully influence the world. But of course, they cannot achieve such fame and reputation without being changed by those whose adoration they seek.

The Aspirant is always struggling between their desire to serve the actual real interests of the world and of the peoples they come to represent, and their desire to be well-liked and adored by those peoples. They come from a community and they build their reputation with that group, but they always need to extend their reputation to other groups…and meanwhile every group that believes in them can make demands of them.

Starting Stats

Creativity -1, Focus 0, Harmony +1, Passion +1

Demeanor Options

Bubbly, Distracted, Driven, Innocent, Obstinate, Wilderness

History

- Why do you feel a compulsion to prove yourself and make real change?
- Who are you constantly comparing yourself to, unfavorably, and why?
- Who has encouraged you in your pursuit of change and fame?
- What aspect of your clothing have you chosen to distinguish yourself?
- Why are you committed to this group or purpose?

Connections

- _____ either already has or will certainly one day have the kind of reputation I think I need. I hope to convince them to share their success with me.
- _____ cares about justice and making things better the same way I do. I just hope they don't surpass me!

Moment of Balance

You've been developing your reputation and influence to bring about real, good, just change in the world...but making real change doesn't always make you popular! Here and now, though, you see a way to connect the change you hope to bring about in the world with the exact wants and desires of those in your base. Tell the GM how you wield your influence, reputation, and bearing to convince someone important to agree with a real need to change here and now, and how those in your base will know you helped bring about this change, and come to appreciate you still further for your efforts.

Principles

Legacy vs Adoration

The Aspirant's struggle is between the principles of Legacy and Adoration. Their Legacy principle is all about the legacy of good works and change that they hope to leave behind them, as well as the legacy of the different communities they try to represent and support. A Legacy-focused Aspirant tries to make the right choices for the communities they advocate for, even though that may often leave them unpopular.

Their Adoration principle is about an easy and uncomplicated kind of love that the Aspirant both seeks and provides. The Aspirant might easily adore certain figures as role models, as the ideal they seek to achieve, without really examining the more complicated legacy of those role models. In turn, the Aspirant seeks that same adoration themselves, not least to boost their reputation. An Adoration-focused Aspirant presents the most adorable version of themselves to the world, even if it's not their true self, and even if it's not the version who will do what is right.

The Aspirant tries to balance these two principles by wielding them in conjunction—pursuing Adoration to better support Legacy, and acting in favor of Legacy to receive further Adoration. They seek to do what is right and best for everyone, but also to be loved for it, and the Aspirant's Moment of Balance is that perfect synthesis. In that moment, they bring their reputation to bear to create a real change here and now, and in turn earn the respect and adoration of the people they represent.

Building a Better Future

Reputation ◯ Renown □□□

Your Reputation score begins play at +0.

Base: _____

Your Reputation reflects how your base sees you and your deeds; at character creation, pick one of your backgrounds as your **base**.

If you **deny a callout** from your base, take +2 to your roll. If you **resist shifting your balance** against your base, take -2 to your roll.

Target: _____

You are trying to expand your Reputation to reach a new target community; at character creation, pick one background as your **target**.

Opposition: _____

Some backgrounds may stand against your Reputation as **opposition**. At character creation, you do not yet have opposition.

Reputation Nature

Choose one at character creation.

Mark Renown when you publicly...

- ☐ **Leader:** ...resolve a real conflict
- ☐ **Warrior:** ...defeat a dangerous foe
- ☐ **Protector:** ...save someone's life

When you fill your Renown track, clear it and increase your Reputation score by +1. If your Reputation score would go to +4, instead take a growth advancement.

Wielding Your Reputation

When you wield your Reputation, mark 1-fatigue and add your Reputation score to your stat on an appropriate move toward someone from your base. On a 7-9, throwing your weight around has a cost; someone from your base who's heard about this issue or your actions comes to you with a request. Honor it or mark a condition.

On a miss, you anger a powerful NPC from your base; mollify them or lose -1 Reputation.

On a 12+, you receive additional effects depending of your Reputation nature:

- **Leader:** When you get a 12+ on **plead**, they will continue to act as you have requested for as long as they possibly can
- **Warrior:** When you get a 12+ on **intimidate** pick two they cannot choose instead of one
- **Protector:** When you get a 12+ on **guide and comfort:** towards an NPC, they cannot shut you down; towards a PC who embraces your comfort, they clear all conditions or all fatigue

Adding To Your Base

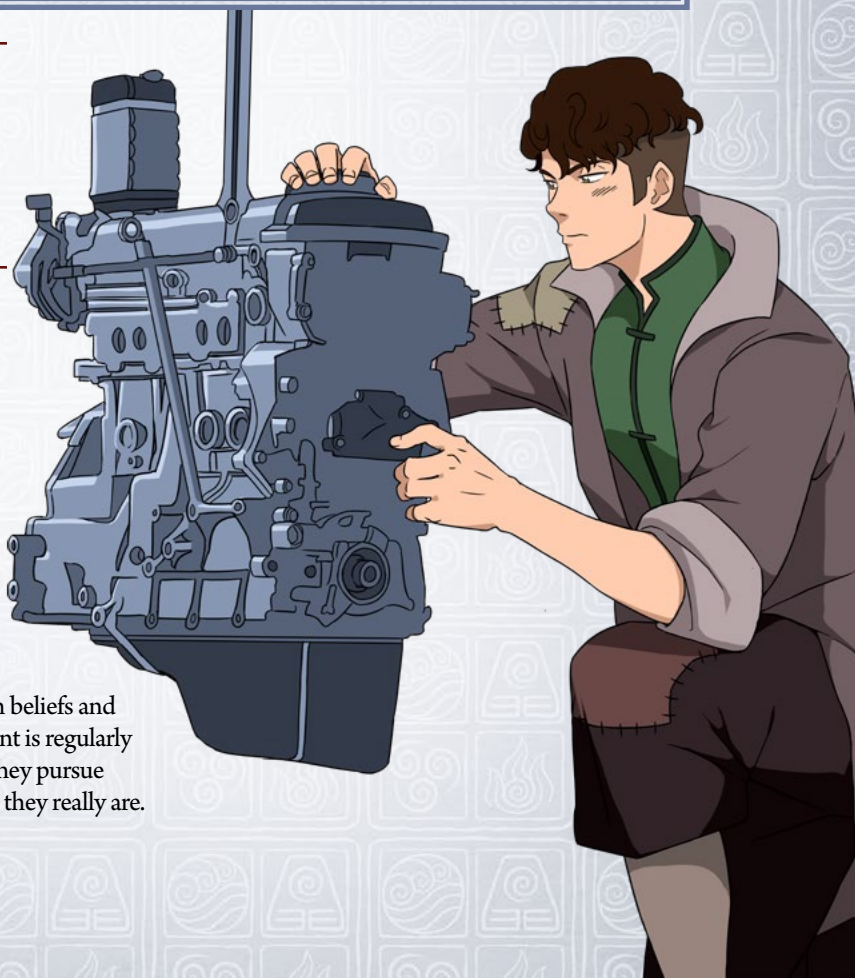
Your target background becomes part of your base when you have a powerful advocate from that background, and you have performed an impressive deed that resonates with that background. When your target becomes part of your base, pick a new target—you cannot pick from your opposition. Then, pick a remaining non-base background to join your opposition.

It's Like We're Dancing

ADVANCE & ATTACK

You make a series of attacks at your foe, not necessarily to hit them but to keep them focused on you and unable to do much else. Clear 1-fatigue and inflict *Impaired* on your foe.

For It's Like We're Dancing, the Aspirant's advanced playbook technique, you're "attacking" a foe with strikes not really designed to connect, turning your advance into a kind of…well, dance. You clear 1-fatigue even though you are **advancing and attacking**, and you inflict *Impaired* on your foe as they try to avoid your hits—they can't take the chance that you might actually hit them.



Growth Question

> Did you stay true to yourself in spite of others' demands?

The Aspirant's growth question is about remaining true to their own beliefs and goals, regardless of others' words, desires, or even needs. The Aspirant is regularly reshaping themselves for their Reputation and their base, whether they pursue Legacy or Adoration…but to grow, they have to be true to whoever they really are.

The Aspirant's Building a Better Future

You are strongly interested in achieving your group's purpose, for good reasons. Every PC is tied to and committed to the group's focus, but the Aspirant sees it as a path to real, significant change, and has thrown themselves fully into the job. The questions described here are key points you need to know—the first two questions can likely be answered after establishing the group's focus and inciting incident, and the last two need to be answered after you finish character creation. In all cases, you can add new elements to the setting as needed, but make sure you and the rest of the group are all on the same page about the group's focus and the attached elements.

For your **Reputation**, remember that the actual score starts at +0, and you have three Renown boxes. Your Reputation increases by +1 only when you mark all three Renown boxes. You mark Renown by fulfilling your reputation nature. The GM is the final arbiter of whether you've fulfilled the nature, but you should call it out if you think you have fulfilled your reputation nature during play. Remember that your reputation nature can change at the end of the session if the GM believes that your actions and the events of play have changed how your base sees you.

Your base, target, and opposition are always defined by the six core character backgrounds. Your base refers to the backgrounds to which your Reputation applies—Outlaw, Urban, etc.—communities and people who directly care about your Reputation. If someone has any of the backgrounds in your base, they are considered to be a part of your base. Your target refers to the additional background and community you are hoping to extend your Reputation to. Your target always refers to the whole community, not one single NPC. Your target can never be a background that is already a part of your base, or a background in your opposition. Your opposition refers to the backgrounds and communities that have heard of your Reputation and view it entirely negatively; at best, they are disdainful or apathetic toward you, and at worst, they actively work against you. They cannot become part of your base.

For **Wielding your Reputation**, you may add your Reputation score to whatever stat you normally use on a move by marking 1-fatigue. You must actively wield your Reputation, somehow referring to how you are known and what you are known for, and the target of the move must be someone from your base.

If you roll a 7–9 on that move—whatever move it is—you wind up drawing the attention of someone from your base who comes to you with a request. They don't have to come to you right away; the GM will tell you when they come to you, but it must be within the same session. You must honor their request or mark a condition; you have about a session of play to honor their request before you must mark a condition, although the GM is the final arbiter. If you roll a miss on that move, then you inadvertently anger someone important from your base; the GM will tell you how they make their displeasure known, and how you might mollify them. If you don't, then your Reputation drops by -1.

If you roll a 12+ while **wielding your Reputation** on a move that matches your Reputation nature, you get additional benefits!

For **Adding to your Base**, you must achieve certain goals before you can add your target to your base. You must find a powerful advocate from your target background and community, as well as perform an impressive deed that resonates with that target background and community, to add them to your base. The GM is the final arbiter of whether or not your advocate is powerful enough or your deed impressive enough. Every time you add a target to your base, you select a new target from the remaining non-base, non-opposition backgrounds, and then you pick a remaining non-base background to join your opposition. That means that you can only have four backgrounds in your base at most, at which point you will have two backgrounds in your opposition. At that point, the backgrounds in your base and opposition can only change depending upon the fiction at the GM's discretion.

Moves — Choose Two

☐ Pink Aura

Take +1 **Passion** (to a max of +3).

☐ Always On the Move

You may mark 1-fatigue to use Seize a Position as a basic technique when you **advance and attack**. If you do, you cannot try to escape.

☐ Honesty in Pain

When you speak openly and directly about your negative emotions or experiences while **guiding and comforting** another person, on a hit you may mark 1-fatigue and clear a condition. If they shut you down, they do not inflict a condition on you, but you may still shift their balance.

☐ Helping Hand

Once at the start of each combat exchange, before any combatants have chosen their approach, you can mark 1-fatigue to give an ally within reach a positive status (except *Empowered*) that you already have. You do not lose the same status when you give it to your ally. If they already have that status, they gain another positive status of your choice (except *Empowered*).

☐ Are They Kinda Cute?

When you openly and playfully compliment or flirt with a susceptible NPC, you may **trick an NPC** with **Harmony** instead of **Creativity**. On a 7–9, if they choose to stumble, they must also mark a condition. On a miss, you must mark 1-fatigue and follow up with more compliments to ensure they don't realize you tried to trick them.

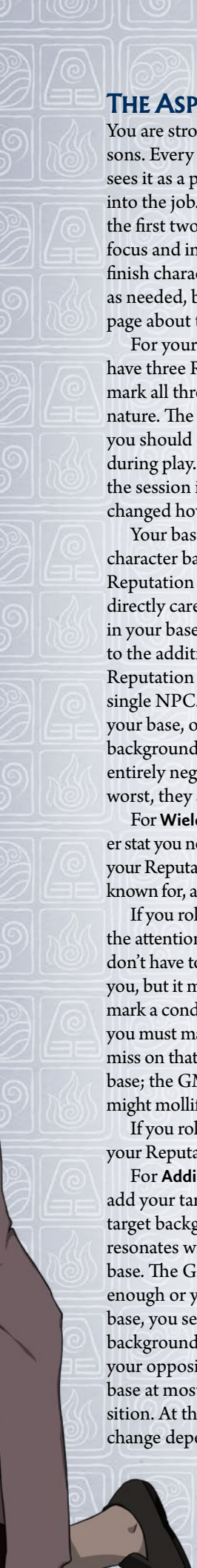
Moves Advice

For **Always On the Move**, you may still use Seize a Position with **defend and maneuver** to escape. Only when you use Seize a Position with **advance and attack**, after marking 1-fatigue, can you not use it to escape.

For **Honesty in Pain**, you mark 1-fatigue and clear your condition regardless of whether they shut you down or open up to you.

For **Helping Hand**, you can only give an ally a status once per exchange, at the start of the exchange. You cannot help multiple allies in a single exchange. You can help an ally who already has the status you have, allowing you to give them any positive status of your choice, except for *Empowered*.

For **Are They Kinda Cute?**, NPCs pay a higher cost to stumble, so they are more likely to give you an opportunity or overcommit.



THE OUTCAST

The Outcast

The Outcast was thrown out of their home for their unwillingness to compromise their integrity. Play the Outcast if you want to see things clearly and act on them, while seeking a place where you can fit in.

Insightful, uncompromising, abrasive, isolated. The Outcast refused to compromise themselves for their community, and as a result they were thrown out. They are defined by this struggle between seeing clearly and having a strong sense of right, and finding a place where they belong and are accepted.

The Outcast has a unique perspective on communities and societies in general now, seeing their truths and their difficulties with a heightened clarity. But they still have to be careful not to unthinkingly repeat their past mistakes—some hard truths can drive people away instead of helping them or bringing them closer.

Starting Stats

Creativity +2, Focus -1, Harmony 0, Passion 0

Demeanor Options

Gracious, Honest, Inquisitive, Jaded, Keen, Peculiar

History

- What did you do that caused your hometown to cast you out?
- Who from your hometown do you miss the most?
- Who from your hometown bears a grudge against you and still pursues you?
- What piece of your clothing or equipment is iconic of your hometown, but you couldn't bear to throw it away?
- Why are you committed to this group or purpose?

Connections

- _____ fits in with other people easily and comfortably. They remind me of the community I lost, and I want to get closer to them.
- _____ holds very closely and deeply to beliefs that I cannot understand or agree with—I need to force them to confront that other people see the world differently.

Moment of Balance

You've always struggled between being true to yourself and supporting those you care about—but in this moment you find that your faith in others is part of your own sense of integrity. You see clearly how to uphold your own morality while serving your society. Tell the GM how you know exactly what to say or do to steer your society on the right path.

Principles

Society vs Integrity

The Outcast's struggle is between the principles of Society and Integrity. Their Society principle is all about their understanding of and commitment to being part of a larger network of people, buying into institutions and community. The Outcast was thrown out of their home society, but they still seek to belong, and they can see from outside all the value of being connected to others in a larger tapestry. A Society-focused Outcast is both aware of the truths, deficiencies, and boons of the society around them, and willing to make sacrifices to remain a part of that society.

Their Integrity principle is about their belief in and knowledge of themselves. The Outcast has a strong sense of commitment to their own morality, their own truth—enough that their desire to maintain their own integrity is likely why they were thrown out of their home community in the first place. As Integrity goes up, the Outcast commits more and more thoroughly to their own sense of right and wrong, their own sense of truth, completely independent of what any other person thinks or believes. An Integrity-focused Outcast knows what they believe is right and wrong, and pursues it mightily, with little thought to the consequences.

The Outcast tries to balance these principles by both playing a role in society, joining others and helping them, while not hesitating to speak up or act when that society fails its people. Their Moment of Balance represents a moment when they can both serve the larger society and their own sense of integrity—when those two needs are completely in sync, and the Outcast can achieve real good for a swathe of people.

Life on the Outside

You were cast out of your home by those in power for misdeeds, strange behaviors, and incompatible beliefs. You did not leave of your own volition, but you claim you don't want to return. You were sent where you can do no further harm, but you now find your own way.

View from Outside

You are adept at seeing the hard realities of a situation and giving voice to them, even if others don't want to hear it.

When you speak a hard truth to an NPC who needs to hear it, mark 1-fatigue and roll with Integrity. On a hit, they will see the truth you put before them and act accordingly. On a 10+, choose 1. On a 7–9, choose 2.

- It will take some time for them to see the truth; otherwise, they see the truth right now
- They blame you for shattering their illusions; otherwise, they don't hold animosity toward you
- They are hurt by your words and must mark two conditions; otherwise, they don't mark any

On a miss, they reveal a shocking truth complicating what you had believed to be the truth, and they shift your balance accordingly.

Playing Society's Game

When you enter into a community space (a temple, a town square, a city hall, a school, etc.), mark 1-fatigue to learn one of that community's primary balance principles—the values that it generally places highly—and how it visibly expresses that principle right now. You can treat any member of that community as having that principle at their normal balance rating for the purposes of **calling someone out**.

When you act in accordance with that community and its principle while in its spaces or around its people, you may **live up to your Society principle** as if it was that community's principle at your current rating.

When you **call someone out** to get them to act in accordance with their society, you can roll with your Society principle instead of naming and rolling with theirs.

Matched Stance

EVADE & OBSERVE

Watch your foe and set yourself to match their stance and behavior. Before the next exchange, your foe must truthfully tell you what stance they will use. If you use the exact same stance, you become *Favored* and *Prepared*.

For Matched Stance, the Outcast's advanced playbook technique, nothing happens to your foe immediately—in this exchange, you're moving to pick up on their strategy and motion, not to directly affect them. Before the next exchange even begins, the foe you use this technique against must commit to whichever stance they use. You become *Favored* and *Prepared* if you choose to use that exact same stance in that exact same next exchange. The "next exchange" can come after a bit of a pause between the two exchanges, but if no further exchange follows, you get no additional benefit.

The Outcast's Life on the Outside

For **View from Outside**, a "hard truth" needs to be something both true and difficult for the recipient to hear. You can't lie or trick your way into stating a "hard truth"; you, the Outcast, must honestly and reasonably believe that the statement is true. The "hardness" of the truth is dependent on the listener and what they believe—you must be telling them something that, if they truly hear it, will at least somewhat reshape their actions and beliefs. The GM is the final arbiter of whether the statement you make is a "hard truth." On any hit, the NPC hears the truth that you say. Exactly how they react is up to the GM, but they will almost certainly take a different action, and the GM might even change their balance principle, if appropriate.

Remember that when you choose options from the list, you are choosing the problems you want to avoid; whichever options you do not choose come to bear with their "otherwise" text.

For **Playing Society's Game**, a "community space" is one where people normally are active and present. You might still learn a community's balance principle when you enter an empty marketplace at night, for example—you're picking up on clues left over by the stalls, the signs, and the detritus of the bustling day. The principle you learn is not necessarily the community's only value, but it must be a value that you might feasibly learn in that situation. You may learn the other principles of that community if it has many and if you enter multiple different community spaces representing different values; the exact number is always up to the GM.

Once you know a principle upheld by a community, you can treat all members of that community as having that principle, as if they held it at the same value as their current balance rating for when you **call them out**.

"Act in accordance with a community and its value principle" means you have to act the way a member of that community would act; you can't be doing something wildly outlandish for that society. "While in its spaces or around its people" means you need to be physically present in that community in some way.

The GM is the final arbiter of whether you are acting in accordance with a community and its value principle, or whether you are in its spaces or around its people.

MOVES CHOOSE TWO

☐ PICKING UP SKILLS

You have a third background, representing transitory skills and knowledge you pick up as you move through the world. At the end of a session, you can change your third background to match any community you significantly interacted with or learned from during the session. You can choose to change your third background to the same as any of your base two backgrounds, representing a different perspective on them. When you **rely on your skills and training** with your third background, roll with CREATIVITY instead of FOCUS.

Third background: _____

☐ STORIES OF THE WORLD

When you spend time openly and freely sharing your honest story with an interested audience, roll with CREATIVITY. On a hit, they're engaged, interested, and willing to reciprocate. Ask them any 1 question about themselves or their story, and they'll answer openly and honestly. On a 10+, you may also clear a condition or ask a second question. On a miss, someone listening reacts to your story in an unexpected and surprising way that puts you and your allies in danger.

☐ FAST LEARNER

When you roll the training move, take +1. If you roll a 10+ on the training move, take the new technique as Practiced instead of Learned.

☐ HIGH-RISK HIGH-REWARD

When you **push your luck** by pulling off an over the top and creative stunt, mark 1-fatigue to roll with CREATIVITY instead of PASSION.

☐ WATCHFUL FIGHTER

When you carefully watch someone else's fighting style, roll with CREATIVITY. On a 7–9, hold 2. On a 10+, hold 3. Spend your hold 1-for-1 when engaging with that person or that specific fighting style to:

- Become *Favored* against that person or fighting style
- Take advantage of a hole in that style's defense to inflict an additional condition when making an attack
- Inflict *Impaired* on your foe, until the end of an exchange or until they have a moment to recover
- Warn an ally about the fighting style, making your ally *Prepared*

On a miss, you realize exactly how dangerous that fighter and fighting style really are; mark a condition.

MOVES ADVICE

For **Picking Up Skills**, most of the time your third background represents additional knowledge from the last community you've spent time with, but you might double up your third background with one of your starting two backgrounds so that you can **rely on your skills and training** with CREATIVITY instead of FOCUS when using it.

For **Stories of the World**, "openly and freely sharing your honest story" means you aren't holding anything back—in other words, if an audience member asked a question, you would answer truthfully and easily. If you are trying to ensure others don't learn certain elements of your story, then this move won't apply! Your audience must also be "interested"—you can't trigger this move when you share your story with someone who isn't listening. On a hit, they don't just listen attentively; they offer up elements of their own story.

For **High-Risk High-Reward**, the GM is the final arbiter of whether or not the stunt is over the top or creative enough.

For **Watchful Fighter**, it's easiest to carefully watch someone else's fighting style while they are engaged in combat with another fighter. You can't carefully watch them when you are fighting them yourself—you're too busy responding, striking back, and trying not to be hit!

GROWTH QUESTION

> Did you learn something meaningful about a new group or community?

The Outcast's growth question is about investigating groups and communities of people, both to find out if they might be a new home, and to see them clearly. The Outcast is pursuing greater understanding of the many ways people live together in the world.

CHAPTER 5

ADVENTURES IN REPUBLIC CITY

五

第五章

CHAPTER 5

This chapter gives you an overview of the unique features of running an adventure in Republic City, going over the effects the setting and technology have on your game. This chapter also includes a full adventure set in Republic City, *The Quick & The Quarrelsome*, featuring an exciting plot about underground racing!

Republic City is a thriving, moving, bustling place, full of hundreds of thousands of people with tens of thousands of stories. You can find adventure here just by stepping out your front door each day! In your game, GMs will build adventures as described in the core book in **Chapter 10: Running Adventures**. This chapter provides tips for adventures in Republic City, as well as a whole complete adventure you can use in your game!

Important Differences

Adventures in Republic City are fundamentally akin to adventures in any other location in **Avatar Legends: The Roleplaying Game**. The moves are the same, the issues are similar… But Republic City introduces a few new differences, both because it's at the end of the known Avatarverse timeline, and because it's a giant city with countless people. When you're preparing to run an adventure in Republic City, it's worth paying attention to a few important differences. These include:

- The presence of bountiful, complex technology
- The presence of spirits
- A functional mass media
- The depth of life in the city
- The importance of politics

Let's break down each of these and how they might affect your adventure!

Complex Technology

Every era and every culture has some different advancements and technologies available to it, but the Korra Era—and Republic City in particular—has been a bastion of industrialization, mechanization, and automation, leading to a variety of new technologies accessible to people throughout the city. There are automobiles filling the streets, power plants where Firebenders with lightningbending abilities help provide electricity for the city, airships crossing the skies, cranes and heavy machinery constructing new buildings, and more. All this technology comes with ups and downs, but it has a very dynamic effect upon the world around it…and certainly, upon any adventures you run in this setting!

Republic City is a technologist's playground. Make sure technology-trained characters can fully use their suite of skills. They can repair broken machines, use parts and pieces to make whole new machines, and operate machines of all sorts and varieties, including vehicles. (For more on vehicles, see page 78.)

In turn, acknowledge and play to the technology present in the adventure. A lot of the time, that means PCs can get around the city pretty quickly, whether in automobiles or buses or other transportation systems—travel is faster than ever before. People can send messages around the city effectively and quickly using radios, telegraphs, and more. The nights aren't nearly as dark when lit by glowing electric streetlights. All of these different elements change the nature of an adventure, the kinds of challenges that the PCs might face, and the situations the environment provides. Suddenly breaking a streetlight is a great way to plunge everyone into darkness and inflict *Impaired*!

Lastly, weapons-users and technologists regularly have machines that can exceed bending abilities. For the most part, there's no need to represent this in a special way—simply use the existing mechanics and techniques to represent advanced weapons or machinery carried by the PCs' opponents. But these weapons and technology can still allow combatants to use even basic techniques in new and unexpected ways—a fighter with an electric baton can electrify water to affect a Waterbender, perhaps even adding statuses on top of a Strike to suit the fiction.

The one caveat to keep in mind as you run adventures in Republic City—don't get unnecessarily hung up on the exact details of how the technology works. For the most part, a lot of Republic City's complex technology works much the same as equivalent technologies in the real world…but it's only worth asking direct questions about those functions when doing so adds something interesting or useful to your adventures. For example, the exact way that a Satomobile's engine works isn't interesting or worth spending time on. When the Satomobile's engine has a broken part, or when it's souped up, you can always rely on general knowledge of automobile engines to come up with an appropriate part or modification, but you shouldn't spend time thinking about exactly whether or not the engine relies on gasoline the same way it does in the real world. A radio control for explosives works much like a radio from the real world, but again, that only matters insofar as what the characters can expect the radio to do within the setting. Focus more on the capabilities and effects of technology than on its deeper mechanisms.

Mass Media

The radio has rapidly become one of the most popular sources of information and entertainment in all of Republic City. Between the near instantaneous transmissions, dedicated scheduled programming, and big on-air personalities like Shino Shinobi bringing repeat audiences, radio is near omnipresent in Republic City. Not everyone has a home radio, but as big industrial companies try to release new products for every household, radios are more and more common in the world at large, and in Republic City in particular. After all, most people in the city can't afford to go to every Pro-bending match…but if they've bought a radio, they can listen in to the commentary for free!

And that's not even taking into account newspapers! Republic City is one of the leading cities in all the Four Nations with regard to the press; news agencies are full of reporters investigating and sharing the facts, events, and truths of the city. Broadsheet newspapers are available for purchase on street corners for just a yuan or two, and plenty in the city read them to keep abreast of recent events, and for entertainment with celebrity goings-on and interesting stories.

In terms of your adventures, this means that PCs' actions can be known, widely, far faster and with greater confidence than in other settings. Police use radio systems to share news about crimes, catastrophes, and conflicts across the city; politicians use radio to spread news about recent events and their opinions; news outlets share the most important headlines and events of the day via radio; and so on. News agencies actively seek new things to report on, and any significant or exciting events are guaranteed to draw reporters sniffing around, some looking for facts and others looking for salacious tales to share. Anything the PCs do that rises to the attention of someone with a radio might spread across the city with surprising speed, and anything that catches the attention of the city inevitably draws investigative reporters!

As a result, the PCs should prepare for anything big, important, and notable they do being potentially talked about across the city. Their reputations may precede them as they travel, with well-informed NPCs knowing all about the news surrounding them. If they wind up getting into a brawl in a different city district, and they cause significant property damage that draws the attention of police and reporters, they can be sure that people who saw their photo in the newspaper view them with trepidation. If they single-handedly saved the city's water supply, however, then those who hear their names greet them with smiles and try to shake their hands—a great outcome, but not so desirable if they want to stay hidden!

The PCs might do their best to stay on the down-low, avoiding attention and the spotlight, but they still may have to contend with people sharing news easily in any section of the city. This is true even in cultures where they might expect clandestine action to be *de rigueur*—the triads have their own radios, for example, and even if they aren't spreading the news far and wide to the public, they can tell each other anything important about the PCs. The PCs might do their best to ensure no one has any idea of what they've done or how they're involved in a situation… but all it takes is one person to see and mention it, and then the news can spread widely.

As the GM, make sure you pay attention to the big events that the PCs cause or are involved with, and think a bit about how the city spreads word of what they've done. The interpretations of events that influence PCs' reputations aren't always complete or charitable—PCs might have been fighting dangerous masked figures and protecting civilians, but those present only noted that the PCs threw fireballs, causing a fire and destroying significant parts of the district! That doesn't mean the city's authorities and citizens always read the PCs' actions in the worst possible light, especially if allies of theirs can help correct the record. The PCs might be redeemed as heroes when President Moon gives a statement establishing that they were protecting the city, not hurting it!

Either way, make sure that you portray the PCs' more public actions as spreading through the media, be it the radio or the newspapers. It's one more way to drive home the consequences of their actions, good and bad, and to make the world feel real.

Depth of Life

Republic City is full of life—individuals, communities, cultures, institutions, and more. The city is a perfect setting for adventures because it's practically a whole world unto itself…and then, every district of the city has its own details, its own secrets, its own settings, acting as different worlds. Even individual streets in a district can have enormous detail, and individual *buildings* on that street can be their own worlds.

That means that adventuring in Republic City can feel like adventuring across the face of the Four Nations but with everything in reach at all times. If the PCs need to find someone with a specialized skill set to help them out…chances are they can find someone with those abilities within the city's limits! If the PCs are searching for a particular tool or piece of equipment, junkyards, garages, curio shops, and more can help them out! If the PCs want a mentor to teach them useful techniques, countless experts of all manner of training live throughout the city! There are even communities descended from specific parts of the world, making new lives for themselves in the vastness of the city, meaning teachers of rare techniques of countless varieties are here in Republic City.

When running an adventure in Republic City, keep all this depth in mind. PCs are liable to want to find resources, help, and information within the confines of the city. If they're fleeing from a foe (or from the attention of those pesky investigative journalists), they can find infinite nooks and crannies to hide in. That matters just as much when the companions are searching for someone who doesn't want to be found—without some additional information to narrow the overall scope of places where someone might be hiding, they've got about as much chance as finding a needle in a haystack—without metalbending!

All of these situations are generally resolved by one of two possible moments, depending upon how uncertain the situation is: the companions either simply contact and interact with other people, or they must **rely on their skills and training** to find those people. Remember that in **Avatar Legends: The Roleplaying Game**, PCs only trigger moves when they take action with uncertainty. If there's no uncertainty about the results of a PC's action, it just happens! If the person or place the PCs need can be easily dis-

covered by anyone with passing familiarity of the city or the district, then there's no uncertainty in finding the person or place at all—no move triggered. Any uncertainty leading to moves being triggered would come from what happens next! A PC who's from the district and has the right backgrounds definitely knows that Mama Cheng's local noodle shop has a gambling den beneath, no uncertainty there…but then, the hero might still have a tough time getting Mama Cheng to spill the beans on whether or not the local triad leader is there.

If there is some uncertainty about whether or not a PC could find a person, place, or thing in the city, though, then they probably must rely on their own knowledge and experience of the city to find it—they must **rely on their skills and training**. That move covers situations when they search in places related to their backgrounds, searching *for* things related to their backgrounds, or otherwise taking advantage of their own experience in finding things previously. For example, a PC with an Outlaw background might be able to **rely on their skills and training** to find the secret markings that lead to an underground pai sho den, even in a district they aren't familiar with.

As the GM, having the PCs meet and interact with the NPCs of the city is a fantastic way to make it come alive, give the PCs access to the things they need, and push towards the full set of moves of the game. The PCs can build relationships with NPCs who fulfill multiple functions—for example, Mama Cheng has a bunch of connections, so she can probably get them whatever vehicle parts they need, if they just do her one little favor… What's more, once the relationship is established these NPCs can push the PCs along their balance tracks with unique opinions and views on the world. Those NPCs can return when they hear about the PCs' recent adventures and actions, or they can even return with requests of their own. PCs who help NPCs to overcome their own challenges tend to be more invested in the well-being of those NPCs, so a great way to build the PCs' relationships is to just have the very same NPCs the heroes go to for help then request help in turn!

Building these relationships and deepening the PCs' own knowledge of Republic City matters the most over extended campaign play. But even in a single one-shot adventure, keep in mind that the PCs should almost never be stymied by the absence of a person or resource—after all, the city is big and probably has what they're looking for…somewhere! Instead, the interesting questions always come from how the PCs engage with the city's depth. How do they search? Where do they go? Whom do they ask for help? What do those people ask for in exchange? Are there other threats present that inhibit their search? Are there other people in need who ask for the PCs' aid along the way? And so on.

The depth of life in Republic City is always best used as a way to expand and grow new stories, to take existing stories in new directions. Instead of obstructing stories or hiding objectives, use it to provide new paths and new ways forward!

Importance of Politics

Politics—struggles between different leaders, institutions, and ideologies—are a major part of all **Avatar Legends: The Roleplaying Game** stories. But in Republic City, they often take center stage. Republic City is the capital of the United Republic, and that alone makes it a nexus of politicians, leaders, and diplomacy. But it's also a city run by modern attempts at a democratic bureaucracy—which is to say, the power to make change lies with its officials and systems, and with the people who elect those officials.

In other eras, a famine facing a particular village might be the result of a drought drying up the land and drying up local planted food sources. But in Republic City, if one part of the city has trouble securing food, there's a good chance it's the result of a decision made by a specific official with the responsibility and power to adjudicate that issue—and that means the PCs can find and confront that individual person. Similarly, if a part of the city is packed full of people who don't have basic utilities (water, power, etc.), there's a good chance that a politician, official, or leader made decisions that wound up diverting those resources. That person probably won't fix it easily, but they have the power to do so, and maybe there are ways to handle them that can get them to change their mind—helping them out with other problems, **pleading** with them, or even **intimidating** particularly corrupt or obstinate leaders might do the trick.

The PCs likely want to directly address problems, perhaps even attacking them outright. But the politics of Republic City often mean that a problem can't easily be solved by punching it! Sure, maybe a particularly bad triad leader can be defeated and ousted from their position…but if the problem is the triad itself, the solutions are likely much more difficult. The triad might be well integrated with a community, both providing resources to that community and garnering support from the community's political leadership. Or the triad might be greasing so many palms throughout the Republic City government that it's functionally protected, especially from the Republic City police force. Removing the triad's leader won't remove the triad as a whole; a new leader will simply step up to lead the organization.

As a GM, during adventures in Republic City, you can help the PCs to avoid becoming frustrated by enormous, incredibly difficult problems by keeping PCs focused on particular individuals in extraordinary situations that are outside of the norm of the city. The first part of this help is about putting specific faces on otherwise faceless institutions and problems—the more the PCs can find, speak to, and face off against a specific person, the better. That person might represent the larger problem, or might be actively making it worse, but in any case, the PCs need to be able to actually confront a person, not an institution. For example, if the triad is currently a problem because their new leader is especially dangerous, violent, or cruel, embodying the worst aspects of the triad, then the PCs can help defeat that leader. They might even help install a new leader, someone who actually shows some interest in their own community. Poverty is an enormous problem that the PCs won't be able to resolve…but the Republic City official who chose to impose an unreasonable tax on a specific city district to harm and strip property away from the locals? They can be confronted, spoken to, persuaded, intimidated, and even fought if need be.

You can also help the PCs avoid frustration by making sure the problems they're facing aren't just the city's everyday normal status. There are times when it's appropriate for the PCs to change the underlying fabric of the city, to truly bring about significant alterations to the way the entire place is run, or how it treats its citizenry…but those times are usually at the end of a full season of play, after the PCs have struggled and strived for many an episode. On an episodic basis, the PCs are going to get frustrated if they only encounter problems that are too big to affect—or at least, too big to affect with bending and swords! If the problems they face are instead more deviations from the norm, representing a change for the worse, then the PCs can more directly target those problems and triumph over them. It's much, much harder for the PCs to resolve fundamental inequities built into the government of Republic City, than it is for them to confront a specific new official who is abusing their power, or who is in the pocket of the triads, or who has sympathies with some dangerous cause. It's much, much harder for the PCs to resolve bender vs. non-bender tensions and unite the city as a whole than it is for the PCs to face a new bending supremacist who has opened up a weapons factory on the city's outskirts. Those big, fundamental changes aren't impossible, but they should always be the result of a season of play, not a single episode.

Avatar Legends: The Roleplaying Game still focuses on stories of adventure and excitement, and that means that there should absolutely be times when the PCs can truly defeat a dangerous opponent in a climactic battle and resolve some serious issue… but Republic City often complicates those stories especially over the long term, and you must represent that during play. Even Avatar Korra had to contend with Republic City's politics multiple times to do what is right!

Spirits

Modern Republic City in the Korra Era described in the **Avatar Legends: The Roleplaying Game** core book has a Spirit Portal right in the city—see page 44 for more information on that! But the overall effect of the Spirit Portal and the spirit vines growing all over parts of the city is an abundance of spirits present in Republic City on a daily basis. That means spirits can show up whenever you play in Republic City!

For the most part, spirits are best used as a coloring, a new pigment or shade for your stories. They shouldn't be main characters, either opponents or allies. They might be the ultimate victims of someone's dire plan—for example, an unscrupulous industrialist's plan to capture spirits to display in some kind of massive zoo—but in Republic City, keep the stories centered around the humans.

That doesn't mean the spirits and spirit vines can't be in your adventures at all, however. Republic City still grapples with how exactly to support fruitful coexistence between its human citizens and its new spirit denizens, and plenty of human-centric conflicts can arise from those tensions! A human who wants to reclaim their bakery from growing spirit vines needs some help to figure out the best way to move forward. A politician hoping to cut away citizen votes that might harm their cause puts forward a plan that says spirit-dominated districts of the city

no longer get votes, thereby disenfranchising a whole swathe of Republic City civilians. The Republic City Police Department might be at a loss dealing with dangerous escaped Equalists fleeing into the city's spirit wilds to avoid capture. All these situations and more might still involve spirits and bring the PCs into an important story, while keeping the focus on the humans involved. That way the PCs can still contend with problems using the tools the game provides.

Keep in mind as well that the Korra Era as a whole, and Republic City in particular, contain quite a few active members of the new Air Nation, as well as their headquarters on Air Temple Island. These new Airbenders often set themselves to defend the spirits from damaging human interests, or to resolve conflicts between spirits and humans, even before the recent standoff at the spirit portal. Now, the new Air Nation is the official steward of the spirit portal in Republic City. That means whenever you tell a story about spirits, the Air Nation is likely to show up and intervene—and they make great human faces and actors for those stories.

You may find more information about spirits and how to use them in adventures in future supplements, but for now, make sure to look at the sections about districts in Republic City heavily affected by spirits, like the Spirit Wilds on page 44!

Adventure Hooks

This section provides a few examples of hooks for the different themes mentioned at the start of this chapter that make Republic City as a whole unique. If you're ever stuck for a new adventure, check out these hooks and see if anything might be a good fit!

The Wayward Mech

Kimiko is a brilliant technologist who developed a mini unmanned mech that can be driven via remote control. The inventor wanted to do a quick test of the mech's effective distance and decided to fly it out over the city, though she was explicitly told not to by her boss! During the test flight over the city Kimiko's invention was grabbed by a member of the Agni Kai Triad who saw it flying. The mech is a prototype and a lot of yuan has been poured into its development. Kimiko needs someone to help her get the prototype back before her boss realizes it's gone!

Amon's Hour

Someone has been hijacking the air time of the radio program Central Beats, playing a recording of Amon's Equalist speeches. Central Beats is losing its loyal fanbase and gaining a lot of unwanted attention. Now the radio station is threatening to stop the show until the culprit is found. Emi Emerald, the show's host, needs someone to stop the hijacker before it is too late. Last time the broadcast was hijacked, the faint tune of Republic City University's song could be heard in the background…

The Heir's Escape

Ananda, heir to the Stone Meadow's Steel Mill, has gone missing! His aging parents were set to sign over their entire business to their son. Ananda is normally a steadfast, diligent man, and when he didn't show up after a few days his parents knew there was something amiss. A private detective tracked Ananda all the way to the Republic City Underground, where the trail went cold. The elderly parents need someone to connect with the citizens of the Underground and locate their missing son.

Missing Money

Garab is a low-level clerk in City Hall with a big problem. Over the course of a few months he noticed minor discrepancies in the book keeping for Republic City's rebuilding funds which add up to a startling sum of money. Someone is taking money from the city and Garab is sure it is someone who works above him. He needs someone to quietly inquire around about the missing money and help him find the right culprit.

Spirits

Factory workers in Green Meadows leave small gifts at a spirit shrine where local spirits laze. The spirits' colorful appearance is a welcome sight for people rushing to work and the shrine is a beloved place for most inhabitants. However, in the dead of night, someone pilfered all the small gifts left for the spirits, and the spirits all left in turn! Holo, the owner of the factory whose land the shrine is on, wants someone to find out who stole all the baubles and return them so the spirits will (hopefully) return.

THE QUICK AND THE QUARRELSOME

The Quick & The Quarrelsome is a standalone adventure set in the Korra Era in Republic City. If you've never run a game of **Avatar Legends: The Roleplaying Game** before, this adventure is a great way to start—it includes all the elements you need for an exciting episode of your very own. **The Quick & The Quarrelsome** can also be used in an ongoing Korra Era campaign. This scenario is perfect for city-oriented groups of heroes and is suitable for a variety of play styles.

Premise: The Badger-Mole Triad runs thrilling and illegal tunnel races in Republic City's Underground. But Harmony Park Corporation has their own track and has convinced the Republic City police to crack down on the illegal races! Mako asks the companions to help the Badger-Moles. Though they're a triad, they're also kids and it isn't too late for them to turn their lives around. The companions must resolve the conflict between the Harmony Park Corporation, some corrupt police officers, and the myriad racers to try to help the Badger-Moles avoid incarceration or destruction!

Using This Adventure

This adventure creates a sandbox for your PCs where they can unravel a multifaceted scheme that could have ripple effects throughout Republic City's political scene. Some of the tools available to you are found in these sections:

- The "Summary" provides an outline of the adventure and explains the various issues the players face.
- The "Introduction" brings the PCs into the story and sets up your group to undertake the adventure.
- "Important Characters & Groups" provides expanded descriptions and relevant rules information for the characters and groups PCs might encounter.
- "Important Locations" features different areas for the PCs to explore during the adventure and explains where important characters might be found.
- "GM Advice" contains additional guidance for this adventure just for the GM and gives advice on how the adventure could end.

No Path to The End?

If you are used to running adventures with heavily detailed encounters and prepared NPCs, it might come as a surprise that few mechanics are written into this adventure, beyond the escalations and some information about various characters. **Avatar Legends: The Roleplaying Game** relies on players triggering moves based on the actions they take during play instead of asking players to make any specific checks for specific actions required by the adventure.

Since every significant action a PC takes drives the action of the game forward, **there is no prescribed order of events**. In fact, there is no singular way to resolve the situation at hand. Instead, the adventure puts the PCs in a dramatic starting situation that demands immediate action from the heroes! It's your job to use the material in this adventure to keep things moving, providing interesting events and NPCs to consistently engage your players.

You can read more about running **Avatar Legends: The Roleplaying Game** in the core book in **Chapter 8: Running the Game**, and you can find more about how moves shape play in **Chapter 3: Fundamentals of Play**. There are specific tips on running adventures in **Chapter 10: Running Adventures**, and be sure to consult the beginning of this chapter for more advice on specific details for running adventures in Republic City that can help account for different paths and routes the story might follow as you play.

Lastly, if you want to be as prepared as possible, be sure to read up on the Underground district of this book (page 56) so you have some idea of additional local areas and conflicts that you might be able to bring into play. These additional stories, characters, and locations aren't necessary (especially for a one-shot), but they can be useful if you are using this adventure in a long-term game campaign.

Summary

The adventure starts with the PCs in Republic City meeting with **Detective Mako** who is calling a favor after pulling the companions out of some hot water for "that stunt a few months back." Over some greasy turkey-duck skewers, Mako explains that he has been keeping an eye on the **Badger-Mole Triad**, enterprising street-kids who run the most exciting tunnel races in Republic City. Tunnel racing is an illegal underground form of automobile racing where a bender and driver team work together to hurtle down Republic City's underground tunnels, built for crystal excavation and now used for myriad purposes—certainly not for high-speed vehicles. The winner takes home a huge cash prize at the end of a race, a significant portion of entry fees and all bets placed. It's one of the city's favorite illegal sports, which is *relatively* safe.

Looking to capitalize on tunnel racing's popularity, **Harmony Park Corporation (HPC)** built an above ground "tunnel" racetrack, mimicking the close confines of the underground tunnels while having open tops so spectators can watch. This way, HPC can also provide a legal equivalent of the illegal tunnel racing's appeal. Unfortunately, the legal races are less than popular—ticket sales so far have been abysmal—and in a bid to stamp out their illegal competitors, Kyoko, HPC's CEO, has used her considerable influence with the Republic City Police to get the illegal races shut down once and for all. **The Badger-Moles (and other triads participating in the races) only have days before the police crack down, and Mako doesn't want the kids to get in trouble.** As a member of the Republic City Police, Mako can't step in the way he wants to help the Badger-Moles and he asks the companions to step in and help.

The Track Ahead

While there is no prescribed order of events for this adventure, it's recommended that you keep a general kind of flow in mind as you run the scenario. After the "Introduction" (page 132) where the companions meet Mako and the Badger-Moles, they learn the Badger-Moles have a lead on a legitimate track the triads could buy and renovate for their races. The problem is none of the other triads want the races to go legitimate. So, the fastest way to resolving the problems of this scenario is for the companions to convince at least one of the parties mentioned in "The Racers" to support their endeavor. In this adventure, you will find complications for each group that the PCs need to overcome in order to do so, but you can also devise your own if the provided conflict doesn't work.

Finally, because this whole adventure centers around racing, the companions should engage in one final exciting high-stakes race as explained in "How It Ends"—it's a great way to have a climactic conflict! The final shape the race takes, and the participants who join the race, depends on how the adventure unfolds.

You can deviate from that flow as needed to better match the actions the PCs take and the consequences of those actions, but the more you can make moves that generally point back to this flow, the easier the adventure is to run!

The following information provided here in "Summary" gives you the background information you need.

Tunnel Racing

Hiroshi Sato invented the Satomobile, a cheap, efficient, and effective automobile…and approximately one day later some of his less diligent (but more creative employees) invented the first street race. What a rush! The screech and purr of the gas-powered engines, the cheer of the crowds—nothing has brought the residents of Republic City together quite like this since the first Pro-bending match. Unfortunately, the ruling powers of Republic City outlawed street races shortly after their inception. Turns out, city officials aren't too fond of the danger an unsanctioned street race can bring to already busy thoroughfares. Lucky for the city's biggest speed fiends, the Badger-Mole Triad found a workaround!

There is a series of underground tunnels right under Republic City, dating back to when miners excavated the land for crystal deposits. The Badger-Mole Triad took over a chunk of the underground tunnels. Every week, the Badger-Moles choose a new section of tunnels, widen and reinforce the walls with bending, and…voila! A bona fide underground racetrack! As they've refined and repeated their scheme, the Badger-Moles have come to host the best automobile races the city has ever seen and make a whole bunch of yuan while they're at it.

The officials tried to shut the races down, but the whole "new place every week" thing made the event rather difficult to police without investing significant personnel, which could be used to police more dire crimes. Tired of wasting time and officers over something that wasn't doing much harm, **Chief Beifong** decided to let them be. She keeps an eye and ear out, should the tunnel races cause trouble for those above ground or become excessively dangerous for those involved, but so far this arrangement has worked out well for everyone. **Most of the Republic City Police are happy to comply with Chief Beifong's decision to turn a blind eye…however, now she has been politically outmaneuvered.**

Officer Xiaobo accused Chief Beifong of being too soft to lead the Republic City Police and is quite vocal about wanting to put a stop to the tunnel races. Officer Xiaobo managed to wield internal Republic City Police Department statutes to prove that Chief Beifong had turned a blind eye to a known illegal activity, and gotten her suspended—at least, temporarily, before Beifong's allies (like President Zhu Li Moon) return from business elsewhere in the Four Nations and help resolve the situation. In the meantime, Xiaobo has wielded outsize influence on the interim police leadership to put pressure on the racers, issuing an ultimatum—leave the tunnels, or the police will force them to leave. Out of a desire to appear proper, Xiaobo has given the racers a couple of days to vacate and stop the races, but the triads are stubborn and refuse to leave.

Chief Beifong's Suspension

For the sake of this adventure, Chief Lin Beifong of the Republic City Police Department has been suspended! Mostly, that's a move so that she can't just resolve the whole problem by putting Xiaobo back in his place—she's currently not in power, and she's dealing with a different set of problems. It also means this is Xiaobo's chance to act, and it explains why he's so determined to arrest the Badger-Moles and the other triads *right now*.

This adventure isn't about Beifong's suspension, though, and it's mostly a plot device and a reason for Mako to contact the PCs. At the end of the adventure, her suspension can end thanks to actions off-screen—Beifong's own efforts and the assistance of President Moon—or it can remain as an ongoing issue you can pick up in further adventures!

HPC and the Police

Kyoko, the CEO of Harmony Park Corporation, has her fingers in a lot of pies. Her goal isn't pain and destruction—it's money. The CEO believes herself the perfect capitalist and considers whatever she needs to do to quash the competition totally fair game. If poor people want the power she wields, they should work harder for it. The **Rolling Harmony Raceway**—her brand new faux-tunnel-racing track—isn't bringing in the audience she thought it would, leaving her in a precarious position. So, backing up her firmly held beliefs, she is working *hard* to quash the competition. In order to do that she made an alliance with Officer Xiaobo.

Xiaobo secretly conspires with Kyoko to reach his own goals and their partnership is one of convenience. Xiaobo wants to run the Republic City Police and Kyoko wants to secure political

power for herself within Republic City. Together they hope to damage Chief Beifong's reputation and dispose of her once and for all, removing her from the police force permanently. Since Xiaobo has made his move and has so many allies on the force, and Beifong is at least temporarily out of the picture, now is Xiaobo's chance to show his fitness to take over.

Xiaobo hopes to both prove his own efficacy and cement his alliance with Kyoko, relying on Kyoko's resources to ensure he gets the position once Beifong is completely removed from office—a result he is certain will happen. If Xiaobo becomes the Chief, Kyoko would have the Republic City Police totally in her pocket. Should their scheme proceed without hindrance, they'll prove that Beifong was completely ineffective against a real source of crime in the city, destroying her reputation and the trust the other officers have in her ability to lead.

The Racers

The tunnel racers stand in the way of Kyoko's success, and when the adventure starts, they have no plans of stopping the races. Most of the racers are triad members who are happy to throw down with the police and don't take kindly to being intimidated. Capitulating to the police is a sign of weakness no triad is willing to show first. That said, the Badger-Mole Triad is different.

The Badger-Moles are a rag-tag group run by a kid named **Hibiki**. They love the thrill (and yuan) racing provides. Despite being responsible for the biggest and most popular automobile races in the city, the Badger-Moles are just kids! They're mostly interested in having fun and pulling together enough yuan that they never have to go hungry. They're family. They certainly aren't ready for the full force of the police to be brought down upon them.

Hibiki has a lead on an abandoned Satomobile testing facility the triads could buy (more or less) legitimately and turn into a racetrack. He has proposed this to the other triad leaders before, but was nearly laughed out of the room. The threats from the police just made things worse, causing the triads to dig in their heels. Now, with the police set to crack down on the races, he isn't sure what to do next, because the triad leaders aren't listening to him. The Badger-Moles have nearly enough money to buy the track themselves, but without some extra cash or any of the star racers—or the additional muscle and strength the other triads provide to protect the Badger-Moles' investment—their track will never be a success. **If Hibiki could convince the other largest racing triads to join the Badger-Moles in this legitimate business venture, it could solve all their problems…**

The following factions are the biggest racing groups in tunnel racing:

The Tiger-Monkey Triad

The Tiger-Monkey Triad is an all-woman triad heavily involved in Republic City's automobile scene. Fixing, modifying, stealing, racing—they do it all. Outside of tunnel racing the triad makes their money stealing vehicles and selling them on the black market. The triad isn't unnecessarily violent, but also isn't afraid to protect themselves and their interests if need be. The Tiger-Monkeys mostly keep to themselves and are generally suspicious of outsiders. **Quiyue** is the leader of the Tiger-Monkeys; she has a quiet but commanding presence, and the rest of the Tiger-Monkeys treat her with respect and reverence.

Complication: Zolzayaa, former Badger-Mole and Quiyue's second-in-command, knows Quiyue is actually Kyoko's older sister. Kyoko cut ties with her sister when Quiyue refused to follow her into legal business ventures. Quiyue still cares about her sister, but equally doesn't want anybody else to be hurt by her. Zolzayaa still feels loyalty to the Badger-Moles, and if she can be convinced going legit is the best way for the racers, she'll join forces with the companions and try to convince Quiyue to weaponize her knowledge of Kyoko.

The Spider-Cat Triad

The Spider-Cat Triad was a failing triad with little chance of making it in the criminal underworld until they took the tunnel races by storm. Though none of the other triads know it yet, the Spider-Cats got their start in racing through Kyoko, who bankrolled them to spy on the races. They have the best automobiles, best equipment, and it turns out they are fairly competent racers. The Spider-Cats are led by **Maly** who has, along with the rest of the triad, genuinely fallen in love with racing. However, they're not convinced they could make it on their own without Kyoko's sponsorship.

Complication: Maly is loyal to Kyoko because Kyoko has been kind toward Maly, supporting and aiding her, while explaining a worldview that feels generally right. But now, as she has been dispatched to sabotage the other vehicles and cause real harm to racers and possibly audience members, Maly is beginning to doubt her benefactor just enough that the right voices might change her mind—although, if no one tries to persuade her, she will execute Kyoko's plans. Quiyue could try to approach Maly, using her position as Kyoko's sister to get Maly's attention and open her eyes to the harm Kyoko is causing. The companions could try to do this alone, showing her that Kyoko only cares about her bottom line (but having Kyoko's sister on their side could carry some extra weight in persuading Maly).

The Fireball Trio

Yuka, Saya, and Mayu aren't members of a triad, but three childhood friends who grew up together in Republic City. Mayu was born to a wealthy family, but ran away from them with Yuka and Saya after his traditional Fire Nation parents reacted poorly to him coming out as trans. The three changed their names, and then set out to use their education to their advantage, eventually opening up a garage together as adults. Now, they participate in the races to earn extra cash and of course, for fame. Yuka is a crack driver; Saya is a star Firebender; and Mayu is an amazing mechanic. Together, the three are the closest thing tunnel racing has to celebrities and if they can be convinced the sport going legit is a good idea, it could go a long way to getting the triads on board.

Complication: The group knows what it is to start something as a group of kids, they did it themselves and it was messy… Now that they're established adults they're not sure taking the risk with the Badger-Moles is worth it. The group of young adults respect well-meaning action and racing above all, so if the companions could prove the new races are worthwhile in some way it could convince the racing stars to join the Badger-Moles' cause.

Escalations

While the companions attempt to resolve the situation, likely visiting the various triads in an attempt to convince them of the Badger-Moles' plan, its important action still unfolds around the story. Use escalations to add conflict when the players run out of ideas or the action falters, or to reveal new information and add action to a scene. Some escalations provide new information that may make the players question their actions, and other escalations can purely be an opportunity for action. Here are some examples you can use:

- A cave-in happens underground and if the companions do nothing a group of innocent bystanders are injured. However, if they save the day, they could possibly earn the trust of an important ally.
- Under the "innocent suggestion" of Kyoko, Maly sabotages a Tiger-Monkey automobile. The sabotaged racer spins out of control and is set to wipe out all the racers behind it if the PCs don't step in.
- Tashi, a young member of the Badger-Moles being manipulated by Kyoko, tells her about the Badger-Moles' plan to buy the abandoned testing facility. In an attempt to quash the Badger-Moles' hopes and dreams, Kyoko decides to buy the property out from underneath them. If the companions don't make it to the deal in time with the Badger-Moles and the yuan, all their efforts could be for nothing!
- Two of the triads get into a fight about a past race where one lost by a pin hair. If nothing is done, their fight spirals out of control, causing a bunch of property damage.
- The police raid one of the triads the companions are currently visiting. If nothing is done they and the triad are rounded-up and arrested, but not before a massive fight!

How to Use the Fireball Trio

The Fireball Trio doesn't immediately add the same kind of stakes or drama as the other participants in the underground races. They aren't even a triad! But they represent an important additional perspective on the racing—that racing could be legitimate, with its own legal celebrities and figures unsullied by triad activity. Unlike either the Tiger-Monkeys or the Badger-Moles, the Fireball Trio doesn't undertake any illegal activity at all aside from the races themselves. For Kyoko, they'd be a perfect group to bribe over to race at Rolling Harmony Raceway...if they weren't ideologically opposed to her. For the PCs, they are another group of opposing racers on the track, but they're also valuable allies who can help lend legitimacy to the Badger-Moles' push toward legalization.

How Does It End?

The coolest way for this adventure to end is in a big race! It's part of what this adventure is about after all. Depending on the time you have to run the adventure and the choices your players make, this race may be between two parties or more, and have multiple reasons for needing to succeed. A few of these scenarios could be:

- The companions have convinced the Tiger-Monkeys, but the smaller triads only agree to the plan if the Fireball Trio do too. Yuka, Saya, and Mayu are split on what to do and decide to let a race determine if they go along with the Badger-Moles' plans.
- The companions learn that Kyoko plans to buy the Badger-Moles' track from underneath them—the Badger-Moles' only chance is if the companions rush payment across the city to the seller, while the Spider-Cat Triad tries to stop them the whole time! The companions need to race against the clock while fending off the Spider-Cats! This creates a chase through Republic City where the companions have the added stress of keeping innocent bystanders safe at the same time.
- The companions manage to convince the triads to join together and go legit (for racing at least), but Kyoko has a plan. The abandoned testing facility is not safe enough and Xiaobo arrives to shut it down...but Mako shows up at the last minute with a safety inspector and a plan sanctioned by his allies in the city government: the Badger-Moles have a day to fix up the facility and prepare it for a race. Then, the companions must race against Kyoko's chosen representatives, to prove that it's safe enough. Kyoko agrees—all she has to do is crash the companions' vehicle and she gets what she wants! You should treat this as a chase—the PCs are being chased by Kyoko's racer, who want nothing more than to crash the PCs' vehicle!

Introduction

Whether you're playing this adventure as part of a one-shot or part of an ongoing campaign, Detective Mako summons the PCs to make good on a favor they owe him. This builds on a pre-existing relationship the players have with Mako and establishes him as a resource they can go to if need be. Work with the players to develop their history with Mako and with Republic City. Unless circumstances with your group demand otherwise, assume all PCs are from Republic City.

- (Ask each player) What secret or useful location, person, or resource do you have access to in Republic City?
- A while ago, you were misled by someone you thought you were helping. Who were they and how did they get you in trouble with the police?
- How did Detective Mako entangle himself in your tricky predicament? What did you do to prove to him that you meant well?
- How did Detective Mako help you out?
- What happened to the person that got you into trouble?

Depending on the players' answers, they might create an NPC that fits well within the context of this scenario. For example, if that person is a criminal mastermind, it could be revealed at the end that Kyoko was working with them all along. If they're more along the lines of a mischievous friend, they could perhaps be an ally who accidentally fell in with the Spider-Cat Triad. Similarly, if they haven't yet found the thing they came to Republic City looking for, it could add some extra intrigue to incorporate it into the adventure.

Given this backstory, the first scene starts at the PCs' favorite food joint with Mako. Dressed as inconspicuously as possible, he asks the PCs for help, all the while scanning the crowd to ensure that his presence isn't noticed. **He asks the companions to go into the races and help the Badger-Moles get out of the predicament they're in, before they're arrested by the police. He explains that he thinks they're up against both Officer Xiaobo's anti-racing agenda, and the hidden backing of Kyoko and the Harmony Park Corporation—he'll show them a photograph of the two of them talking discreetly at a recent city gala. He proposes infiltrating the tunnel races by posing as a new group of racers.** If they follow this plan, Mako has already uncovered the location of the next race. There's a Satomobile back at the station already equipped to race—it was confiscated from some illegal street races, but it's been there long enough that surely no one will notice it missing!

That being said, the companions can brainstorm with Mako to establish their plan. Should they be drawn to another method of infiltration, let them get creative with it. Whatever gets them into the action next scene!

But I'm Rich

Some PCs might have quite a bit of money available to them, thanks to their backgrounds. They can use that yuan to support a lot of what they do throughout this adventure, but they can't simply bankroll Hibiki all on their own. Hibiki doesn't want to accept non-triad money; he finds the other triads more trustworthy than "legitimate" sources, especially after seeing how Kyoko is acting. Even if the PC comes from criminal wealth, Hibiki's most interested in getting the money from other racers invested in the track, and the PCs have a bit of a ways to go before they prove themselves to him. As the GM, don't undervalue a PC's resources in solving problems, but keep in mind that plenty of other issues here prevent their wealth from simply resolving the conflict—if nothing else, Hibiki knows he needs the other triads to buy in so that he can keep the star racers involved, and so that the other triads don't then decide to make a target of the Badger-Moles' new endeavor.

Getting Started

The first real scene of play takes place in the underground tunnels right before the race takes place. If the companions opted to pose as racers, Mako provides them with a Satomobile to race with and all the information they need to fit in with the other racers, along with enough yuan to pay the entry fee into the pot—his own personal yuan, of course, so he appreciates it if they don't lose it.

Here are the vehicle rules for the racing Satomobile Mako provides them:

IMPOUNDED BASIC RACER — **STABILITY** 0

Damage Boxes: 7 **Heat Boxes**: 7
Special Qualities: Grippy Tires, Redundant Parts

If they went with a different plan, he still tries to help them out (within reason).

When the companions arrive at the Secret Tunnel (page 139), the race is a day filled with revelry. There's a thrill in the air as crowds form around the rocky racetrack—mouthwatering smells from the various food peddlers fill up the cavernous walls. The torches flicker as if in excitement. Voices babble like river water in the cavernous space, while each of the teams prepare for the upcoming competition, their minds focused on the task ahead.

The companions might take this time to investigate the members of the other teams—this could be a good opportunity to establish some of the main NPCs or draw the PCs' attention

to threads of intrigue they might follow: something off about the Spider-Cats, Zolzayaa staring longingly at Hibiki, Quiyue bearing a striking resemblance to Kyoko. The other racers largely view the PCs with varying suspicion and skepticism—they aren't sure exactly what to make of the heroes, but they're happy to take money off unsuspecting novice racers.

Once the PCs have had a chance to check out the scene, the race is on—the Spider-Cats, Badger-Moles, and Fireball Trio all racing against the PCs! If the PCs win the race outright, then they earn quite a bit of respect and attention, as well as plenty of extra yuan! But as long as they don't come in last, they earn some respect from the other racers…though if they come in anything worse than second place, they can't quite repay Mako's initial entry fee.

Thanks, but Who Are You?

Once the companions finish the race, Hibiki seeks them out. If they came in first, second, or third, it's ostensibly to give them their winnings, but in all cases Hibiki wants to see if they're another triad with enough cash to help support the Badger-Moles' plan for legitimacy. Speaking to Hibiki about the situation with the police, Mako, or the state of races in general eventually leads him to divulge the following information:

- Hibiki is worried about the police raid and wants to do everything in his power to protect the Badger-Moles and the races.
- He has a lead on an abandoned track the triads could buy and turn into a legitimate racecourse.

Seeing that the heroes are helpful people—and realizing the PCs probably can't support him enough—Hibiki asks them to help him convince the other triads this is the right course of action before it is too late. From there it is up to the companions how they want to approach the situation. Use the "Important Characters & Groups," "Important Locations," and escalations to drive the story forward and follow the players' lead.

Meeting Kyoko

Kyoko likes to operate a bit removed from the events—she's using Officer Xiaobo and Maly, in particular, to do her bidding without getting her own hands dirty. But as the PCs leave the first tunnel race, once they're out of sight of the triads and other racers, Kyoko sends one of her aides, looking very prim and proper and fashionable, along with a few toughs to meet with the PCs while her luxury automobile sits nearby. The aide explains they've been invited to join Kyoko for a short meeting in the automobile. The mercenaries she sent won't resort to violent conflict willy-nilly; they'll just make clear that they are here to invite the PCs to speak to Kyoko, the CEO of the Harmony Park Corporation, who guarantees their safety. If the PCs refuse, the mercenaries will try intimidation or push a bit harder. If the PCs start a fight, the mercenaries will back off quickly, and Kyoko will emerge from the vehicle to entreat with the PCs and defuse the conflict.

Sabotage!

The first race the PCs engage in is a good chance to experience the racing mechanics (see page 81) while letting the PCs prove their mettle to the Badger-Moles and the other triads. But as the GM, you can always interrupt the race with a hard move—sabotage! Kyoko, the Spider-Cats, or even Officer Xiaobo might have sabotaged the other vehicles or the track in the race, leading to a catastrophic moment...unless the PCs intervene! Run the race as normal, until suddenly the disaster arrives, and the PCs have to spring into action to save bystanders and even the other racers! This still presents a great opportunity for the PCs to prove themselves and earn Hibiki's trust.

Whether Kyoko speaks to the PCs after they refuse to travel with her, or whether they agree to get in the car, Kyoko speaks to them with apparent understanding, kindness, and an eerie awareness of who they are and what the situation is. She's watching closely, and she knows Mako tapped the PCs to interfere. But she doesn't want to have a confrontation with them—not if she can just buy them out and be done with it. She'll invite them to join her for a short drive around Republic City (with her toughs riding along, of course), and she'll explain some of the situation from her perspective…meaning, she'll imply and insinuate and talk around the truth, while successfully communicating that she wants the PCs to drive for and work for her, or even to back off entirely and butt out of the situation. She'll imply bribes and threats, depending upon what seems to be working, but she will do everything she can to avoid a physical conflict—at least, at this particular moment. Ultimately, whether the PCs agree or not, she'll drop them off and leave them to consider her offer.

This moment is all about having the PCs actually encounter Kyoko, to ensure she isn't just some vaguely alluded-to distant presence. The PCs might utterly refuse to meet with her, and that's okay—Kyoko will show up in other times, and she will remember and recount how they refused to engage with her, despite her peaceful intentions. The PCs might try to attack her, and then she'll flee as quickly as she can, but again she'll remember, and take their offensive actions much more personally. The scene is successful as long as some kind of relationship—likely antagonistic—begins to form between Kyoko and the PCs.

Afterward, the PCs are free to follow whatever tracks and lines of inquiry most appeal to them!

Important Characters & Groups

The following pages contain information on these NPCs along with stats you can use for them in game—a principle (when appropriate), combat techniques, conditions, and fatigue are all listed for each character.

NPCs tied to a faction or group that come into play in the adventure are listed after the faction itself. In combat, the gang and the leader act separately in regards to exchanges and choosing techniques.

What is a Special NPC?

A special NPC is one whose stats deviate from the normal template of minor, major, master, and legend—pay close attention to their fatigue, conditions, and balance tracks!

List of Important Characters & Groups

- **Detective Mako**, handsome, stoic, swoon-worthy…and the detective that asked for the PCs' assistance
- **Officer Xiaobo**, a Republic City Police officer disgruntled by Chief Beifong's leadership
- **Kyoko**, ambitious Harmony Park CEO who would do anything to get what she wants
- **The Badger-Mole Triad**, a rag-tag group of street kids responsible for hosting the illegal tunnel races
- **Hibiki**, leader of the Badger-Mole Triad
- **Tashi**, impressionable kid and member of the Badger-Mole Triad
- **The Spider-Cat Triad**, Kyoko's mercenaries posing as a street-racing triad
- **Maly**, new Airbender from the Foggy Swamp Water Tribe, leader of the Spider-Cats
- **The Tiger-Monkey Triad**, a Satomobile-focused all-woman triad
- **Quiyue**, leader of the Tiger-Monkey Triad and secretly Kyoko's sister
- **Zolzayaa**, former member of the Badger-Mole Triad and current second-in-command of the Tiger-Monkey Triad
- **The Fireball Trio**, expert tunnel racing celebrities
- **Republic City Police**, the primary law enforcement for Republic City
- **Harmony Park Guards**, a group of guards paid by Harmony Park Corporation

Detective Mako

Legendary NPC

A member of the Republic City Police, Detective Mako has existed on both sides of the law. Living on the streets with his younger brother Bolin, Mako did whatever he needed to do to survive. Nowadays you would hardly know it by looking at him. Respected by most others on the force, he spends his time trying to keep peace in Republic City…though he always has time to help his friends. He struggles with his position on the police force from time to time, especially in cases where the law pits him against people just doing their best to survive.

Unfortunately, this is a moment where his position is a hindrance…especially because of Beifong's suspension and the infighting in the police department. He can't afford to step a toe out of line; Beifong's already stuck her neck out for him before, and if he winds up making her look bad, it could really hurt her chances at beating the suspension. Should the companions get into real danger, Mako does whatever he can to help. Until that point, however, he's bound by his position and it pains him deeply to have to watch on from the sidelines.

Detective Mako is a Legendary NPC, and you can find more information on him and his stats on page 154.

Officer Xiaobo

Major NPC

Officer Xiaobo is an Earthbender, a respected officer of the Republic City Police, and high-ranking member of the elite metalbending police force. He's recognizable for his expert use of a new, high-strength fabric-like material embedded with metal pins; he can use metalbending to control the pins and wrap the material around his foes quickly and easily, with greater flexibility than strips of pure metal but as much binding strength. What's more, he can carry several spools of this material at the same weight as a single spool of equivalent metal. With a quick smile, rigid attitude towards crime, and this mastery of a new tool, he rose quickly through the ranks of the police department with more arrests in his first year than most officers make in five. Despite his affable outward appearance, Xiaobo believes in the absolute rule of law. If there is an issue with the law, it should be revised by authorities, not broken to spare criminals.

Chief Beifong initially took him under her wing and he looked up to her as a mentor, but Chief Beifong's recent shift in leadership earned her scorn from Officer Xiaobo. He is hurt to see his former mentor change in such a drastic way and, coming to the conclusion that Chief Beifong has grown unfit for leadership, has allied himself with Kyoko with the intent of taking over as chief of Republic City Police.

Drive: Take over the Republic City police force
Principle: Order 0 +1 +2
Conditions: Afraid, Angry, Insecure
Fatigue: ◇◇◇◇◇
Technique: *Metal Bindings*

Kyoko

Major NPC

The Chief Executive of Harmony Park Corporation, Kyoko is nothing if not cunning and resourceful. She's reinvented herself several times over, trying on whatever persona brings her the most power. This most recent version of her is glamorous, wealthy, powerful, and benevolent.

Underneath the façade, Kyoko desperately craves power. As a child, her parents unfairly favored her sister Quiyue for being a superior bender. Their parents died without Kyoko ever confronting them, leaving Kyoko with an unresolved sense of inferiority. What's more, they didn't leave the girls any money—now they were penniless. She and Quiyue lived together on the streets for a while, and even found some success running cons, pickpocketing and stealing from the wealthy, and even periodically breaking into a vulnerable shop. But Kyoko quickly grew tired of hustling and thieving on the streets and wanted something more in life. Kyoko took the money the girls had saved up and left Quiyue to make her own fortune. Kyoko's done everything within her power to cover up her past, including cutting all ties with her sister.

Drive: Obtain power and money
Principle: Ambition 0 +1 +2
Conditions: Angry, Insecure, Troubled
Fatigue: ◇◇◇◇◇
Technique: *Rapid Assessment*

The Badger-Mole Triad

Major NPC Group

The Badger-Mole Triad operates more like a family than anything else. A group of street kids, they care for each other, protect each other…and like any good family, run an illegal underground Satomobile racing circuit. While the members of the group are generous and friendly towards outsiders—they share absolute loyalty amongst themselves—a betrayal of the group is the worst crime one of their members could commit.

Having had bad experiences with authority, the Badger-Moles are suspicious of those in power. Prior to the events of this adventure, Kyoko approached **Hibiki** and the other Badger-Mole racers. She asked if they wanted to be professional racers in the Rolling Harmony Raceway. The Badger-Moles turned her down out of distrust for an outsider.

Use this group to represent when a group of assorted Badger-Moles work together.

Drive: Protect the family
Principle: Survival 0 +1 +2
Conditions: Afraid, Angry, Insecure
Fatigue: ◇◇◇◇◇
Technique: *Overwhelm*

Hibiki

Major NPC

The leader and oldest member of the Badger-Moles, Hibiki takes on full responsibility for all members of the triad. Hibiki can't stand traitors and has reacted poorly in the past when faced with anything resembling a betrayal, in part because of the pressure he feels to lead the Badger-Moles to safety.

While most of the Badger-Moles come across as youthful and mischievous, in recent years Hibiki's taken on the serious airs of someone much older than himself. The only time he seems to be truly free from the weight of his responsibilities is when bending during the races, earthbending the ground under the Satomobile to allow his driver to have complete control. Hibiki also enjoys creating intricate earthbending puzzles. Hibiki would do anything to protect the other Badger-Moles, including sacrificing himself for the triad. That said, one of Hibiki's biggest motives outside of the races and the Badger-Moles themselves is his crush on former Badger-Mole Zolzayaa. When she left the Badger-Moles to join the Tiger-Monkeys, he took it as a betrayal, but he still longs for a return to the days when she was his closest friend…and he can't help but dream that they might become even more. But outwardly, he greets her with coldness and hostility—he hasn't gotten over himself and his feelings of betrayal.

Drive: Protect the Badger-Mole Triad
Principle: Family 0 +1 +2
Conditions: Afraid, Angry, Troubled
Fatigue: ◇◇◇◇◇
Technique: *Ground Shift*

Tashi

Minor NPC

Tashi is the youngest member of the Badger-Moles and has never known a life outside of the triad. He's always had a special bond with Hibiki, and Hibiki shields him from the grim reality of his life. Tashi struggles with being a member of a triad. He loves having a family, but he's a child and finds it difficult to think of crime as anything but "bad."

After the Badger-Moles turned Kyoko down, she had Maly approach Tashi individually, feigning concern for the child's well-being. She's provided the much needed comfort Tashi wants and has suggested there might be a way for the Badger-Moles to go legit—implying that their salvation might be through a wealthy benefactor, but never drawing the connection to Kyoko…all the while letting Tashi feed her information on the Badger-Moles' plans.

Tashi doesn't realize the gravity of his betrayal. Tashi is eight years old and a "betrayal" comes out of a child's fear, rather than an informed adult's ethical decision. He might choose to side entirely with Maly, especially if Hibiki rejects him after finding out that Tashi has been feeding her information.

Drive: Find a home
Principle: Friendship 0 +1
Conditions: Afraid
Fatigue: ◇◇◇

Spider-Cat Triad

Major NPC Group

Whereas the other tunnel racers joke around with each other and enjoy a sense of camaraderie, the members of the Spider-Cat Triad are stony-faced and stoic, only responding in short, clipped sentences when spoken to directly. The other triads sport an eclectic assortment of automobiles—some of them look like they should be broken down by now, all of them feature homemade mods and attachments. While the Spider-Cats' Satomobiles have the same scratched up paint jobs as the others, a discerning eye will notice that they're oddly all in perfect condition with the most expensive parts.

The Spider-Cat Triad was originally paid by Kyoko with the intent of spying on the tunnel races. However, they've come to love the races and are slowly breaking away from Kyoko's control. The one thing stopping them from fully shaking her influence is their current comfortable life; most triad members don't want to go back to being lowest of the low in the triad ranks and doubt their ability to make it on their own.

This stat block is for a group of Spider-Cats working together.

Drive: Maintain a comfortable lifestyle
Principle: Ease 0 +1 +2
Conditions: Angry, Guilty, Troubled
Fatigue: ◇◇◇◇◇
Technique: *Overwhelm, Coordination*

The Tiger-Monkey Triad

Major NPC Group

The members of the Tiger-Monkey Triad are experts in all things Satomobile-related. Racing, stealing, trading, modifying, inventing, etc. The Tiger-Monkeys live on the outskirts of Republic City and keep their numbers small with an initiation test in which a new member must build their own vehicle from scratch with stolen materials and beat at least one of the current members in a race.

The Tiger-Monkeys don't run the races, it's honestly too much hassle, but they do feel a sense of ownership over them. They'll do whatever it takes to protect the races from outside threats, whether that means throwing down with the Republic City Police or even taking the fight to Harmony Park Corporation. The triad is happy to let the Badger-Moles continue to organize the races as long as the kids keep things running smooth and profitable, but if the Tiger-Monkeys see the Badger-Moles' authority over the races as a threat to those races continuing, then they won't hesitate to deem the Badger-Moles an enemy, too.

This stat block is for a group of Tiger-Monkey Triad members.

Drive: Protect the races
Principle: Integrity 0 +1 +2
Conditions: Angry, Insecure, Troubled
Fatigue: ◇◇◇◇◇
Technique: *Surround, Suck it Up*

Maly

Major NPC

Originally, Maly was a non-bender from the Foggy Swamp Water Tribe. Once she began to show signs of airbending, it caused great alarm and confusion in her community. Her baffled but loving family sent her to Republic City to learn how to handle her powers. A free spirit at heart, Maly chafed under Tenzin's tutelage, eventually leaving the Air Nation. She was embarrassed to go home a failure, however, and joined up with the Spider-Cat Triad eventually, a group of people just as down on their luck as herself. She became leader of the triad, mostly because she had hope things would get better and no one else wanted to organize and lead the group.

Kyoko met her in this vulnerable state and showed Maly kindness. Kyoko promised Maly that if she helped her, the corporate executive would use her power to save Republic City from its suffering. Maly assumes that even if she doesn't understand the "why" of it, Kyoko has a larger plan. She is unsettled by Kyoko's current ruthlessness and torn because of the love she's developed for racing, but she still believes that Kyoko has led her down the right path—without any other push, she'll follow Kyoko's plan.

Drive: Do the right thing
Principle: Friendship 0 +1 +2
Conditions: Guilty, Insecure, Troubled
Fatigue: ◇◇◇◇◇
Technique: *Twisting Wind, Charge*

Quiyue

Master NPC

The leader of the Tiger-Monkeys, Quiyue is a deeply reserved, mostly silent older woman. The few words that she does speak are imbued with quiet wisdom. Despite her succinct manner of speech, she leads the Tiger-Monkeys quite effectively. Her normal behavior exists in stark contrast to her demeanor while racing—she's been known to cackle wildly as she zooms past her competitor with ease, a maniacal glint in her eye. As an Earthbender who can metalbend, she shapes new parts for her racer to make it go ever faster, constantly experimenting with new technologies.

Although Kyoko cut ties with her sister when she went legit, Quiyue still cares deeply about her sister and does not wish any harm to befall her. That being said, Kyoko abandoned Quiyue in pursuit of Kyoko's own drive for power. Within the context of this adventure, Quiyue cannot stand by if she discovers Kyoko threatening the safety of the Tiger-Monkeys.

Drive: Protect the Tiger-Monkeys
Principle: Loyalty 0 +1 +2 +3
Conditions: Afraid, Angry, Guilty, Insecure, Troubled
Fatigue: ◇◇◇◇◇ ◇◇◇◇◇
Technique: *Thick Mud, Charge, Rapid Assessment*

Zolzayaa

Minor NPC

As a former Badger-Mole and the youngest person to be accepted into the Tiger-Monkey Triad, Zolzayaa is more sociable than most of her fellow triad members. Despite her youth, she rose quickly through the ranks of the Badger-Moles and now acts as Quiyue's trusted confidante and second-in-command.

Zolzayaa is happy with her decision to leave the Badger-Moles for the Tiger-Monkeys. While the Badger-Moles have supported her in developing her race-related skills, she was outpacing them. With the Tiger-Monkeys, she is constantly challenged…but she sorely misses her old friend Hibiki. Hibiki viewed her departure as an act of betrayal, causing a rift between the two, even though they both secretly harbor feelings for each other. Zolzayaa takes any opportunity to talk to Hibiki and tries to return to the closeness they once shared. If Kyoko hurts Hibiki in any way, Zolzayaa becomes hell-bent on revenge.

Drive: Become a crack tunnel racer
Principle: Excellence 0 +1
Conditions: Guilty
Fatigue: ◇◇◇
Technique: *Fire Blade*

The Fireball Trio

Special Major NPC Group

The Fireball Trio are a group of young adults—Yuka, Saya, and Mayu—who grew up in Republic City together. Each of them is from a wealthy background. They all fled their childhood lives after Mayu's Fire Nation traditionalist parents rejected his coming out as trans, and they all changed their names after their emancipation from the golden shackles of their parents. They now operate a garage on the edge of the Roku Plaza district and earn extra money by participating in tunnel racing. The trio is well-known in the races for their showboating and taunting of other racers, making them a popular (and successful) team.

Yuka is the driver of the group; they're spunky, charismatic, and not afraid to take chances in their driving because they know their team has their back. Saya is a Firebender who has a quiet focus on the racetrack; she's perfectly in sync with Yuka's driving and excels at road sabotage. Mayu is an amazing mechanic and heart of the group, ensuring neither of his teammates take the races too far—and more importantly, that they take care of themselves.

This stat block is for Yuka, Saya, and Mayu working together, as they're rarely apart. In the races only Yuka and Saya are in the car together, and each is treated as an independent character. An individual member of the Fireball Trio has the same principle, two of the three conditions, and 5 fatigue.

Drive: Look out for their friends
Principle: Happiness 0 +1 +2
Conditions: Angry, Foolish, Troubled
Fatigue: ◇◇◇◇◇ ◇◇◇◇◇
Technique: *Protect, Draw Foe*

Republic City Police

Major NPC Group

This is a general stat block for a group of Republic City Police, each of whom is normally a minor NPC. You can use it as needed in your adventure when you need additional antagonists. The Republic City Police are trained in pursuance and immobilization. Their numbers depend on whether a group of them was called for a specific event or strategy, or whether the players encounter them by chance.

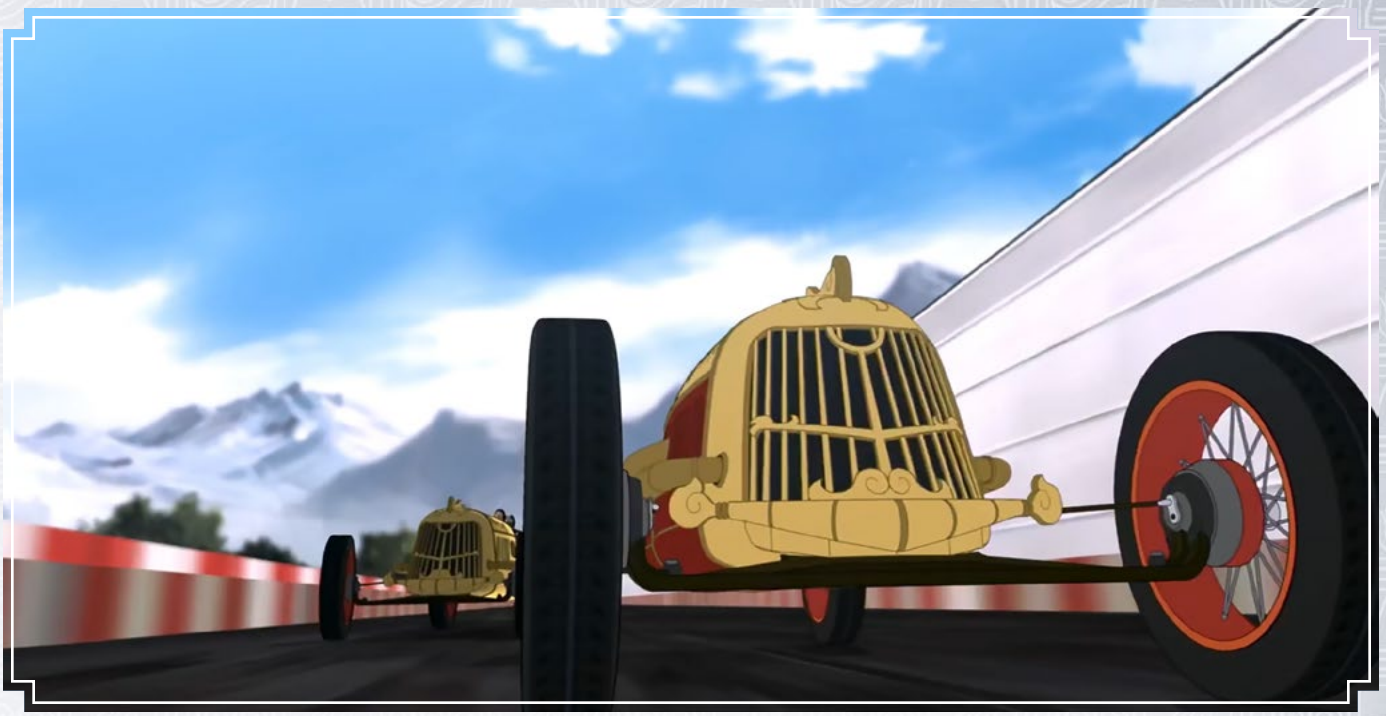
Drive: Keep peace in Republic City
Principle: Order 0 +1 +2
Conditions: Angry, Foolish, Guilty
Fatigue: ◇◇◇◇◇
Technique: *Engulf*

Harmony Park Guards

Major NPC Group

This is a general stat block for a group of Harmony Park Guards. The Harmony Park Guards are the best private security money can buy and Kyoko always has a group with her when she makes public appearances. They're highly trained across a wide variety of bending and weapons techniques and, just as importantly for Kyoko's purposes, they're discreet. They show up to work, stay quiet, and guard whatever Harmony Park needs them to guard that day.

Drive: Protect HPC's interests
Principle: Loyalty 0 +1 +2
Conditions: Afraid, Guilty, Troubled
Fatigue: ◇◇◇◇◇
Technique: *Attend to Commands*



Drivers and Vehicles

Here are some additional stats for you to use during a race, for each of the likeliest racers involved. For more information on racing and how to use vehicles check out the information starting on page 78.

Hibiki & Ona

Hibiki may be young, but he's an experienced Earthbender thanks to all his time spent reshaping the actual racecourses… and all his time in the Badger-Moles' racer! He used to drive with Zolzayaa, but now drives with another Badger-Mole named Ona, an up-and-coming racer. Their racing automobile is cobbled together from assorted parts, but it's proved itself time and time again. (Treat Ona as a minor NPC with the Badger-Moles' balance principle.)

BADGER-MOLE RELIABLE RACER — Stability: 0

Damage Boxes: 8 **Heat Boxes:** 12
Special Qualities: Booster Tank, Redundant Parts

Yuka & Saya

Yuka is an experienced, hotshot driver, and Saya is a masterful Firebender—between the two of them and the help of Mayu's mechanical expertise, the Fireball Trio is one of the most impressive teams on the tunnel racing track.

FIREBALL TRIO QUALITY RACER — Stability: +1

Damage Boxes: 6 **Heat Boxes:** 13
Special Qualities: Cooling System, Grippy Tires, Spoiler

Maly & Hojing

Maly has improved her airbending, especially for racing, and is now a force to be reckoned with. Her driver, Hojing, is fairly skilled but less experienced with tunnel racing and the tactics involved. They drive an advanced, improved racer provided by Kyoko, however, and that machine gives them a leg up…even though it is relatively fragile. (Treat Hojing as a minor NPC with the Spider-Cats' balance principle.)

SPIDER-CAT ADVANCED RACER — Stability: -1

Damage Boxes: 5 **Heat Boxes:** 15
Special Qualities: Caltrops, Quick Ratio Steering Rack, Responsive Brakes

Quiyue & Zolzayaa

Quiyue is a seasoned, dangerous Earthbender, and Zolzayaa's expertise as a driver is exactly why the Tiger-Monkeys took her in. Together, they've been able to dominate some of the more recent races in the Tiger-Monkeys' heavy, durable racer.

TIGER-MONKEY HEAVY RACER — Stability: -1

Damage Boxes: 10 **Heat Boxes:** 10
Special Qualities: Cooling System, Spikes, Strong Shocks

Important Locations

The meat of this adventure should normally unfold in the racing tunnels underneath Republic City and in the various locations where the various NPCs can be found. If you need additional setting locations, consider using the Underground District or the Green Meadows District. Additionally, information on Police Headquarters is provided in the Central District.

Traveling between the different locations of the adventure takes time, but the companions should have some form of vehicle by the time they need to go somewhere. If they don't take Mako up on his offer for a racer, Hibiki could offer them a souped-up ride to take around if he comes to trust them. Otherwise, leave it up to the players how they decide to navigate between the different locations.

If an escalation or GM move causes the companions to flee the scene, there's a chance a chase (page 84) could ensue between one location and the next, this is an adventure about racing after all! In this case, keep the chase to three exchanges to make it short and snappy! Remember, there's likely a big race at the end of the adventure, so a chase between locations should be short to make the final race a big event!

Secret Tunnel

The tunnels underneath Republic City are a holdover from the city's days as a large-scale mining operation. In Republic City's new era, the vast network of subterranean passageways serves a variety of purposes for a variety of people. They housed the Equalist prisons, training camps, garages, and even an unofficial district of the city. Earthbending architects head down below the ground to practice their designs on the malleable earth.

The tunnels also house the largest illegal automobile races in Republic City. To keep from being found out, the Badger-Moles change race locations every week. They spread the new location by word of mouth and by posting it in specific locations for those in the know. To further cover their tracks, they make a new arena every week and destroy it after each race, their bending allowing them to alter the tunnels quickly without disturbing the city above. Most of the attendees of the illicit races are well-seasoned and can find their way around the tunnels with ease, traversing manholes, abandoned mining shafts, or their own personal tunnels to access the races. That being said, woe upon the newcomer without a guide! If someone tried to find the races without previous knowledge of the tunnels, they could end up wandering down around there for days!

Provided the companions stay in the part of the tunnels designated for the races, the tunnels they see are usually cavernous, brimming with automobile enthusiasts from all walks of life. The spectator section of the arena is situated in the center, protected from the track by several rows of bender-made stalactites and stalagmites. With so little room to move around in, it's easy to get lost in the crowd, and even easier to part with your money thanks to the nimble hands of the local pickpockets. The racecourse itself is usually a set of tight turns and mostly enclosed tubes, often taking advantage of the pre-built tunnels.

Should the heroes pursue a scene in a different part of the underground tunnels (for example, if they flee from Officer Xiaobo's raid), the tunnels are winding and labyrinthine. Some areas are fully constructed tunnels with concrete walls and lighting, while others have been nearly untouched since the mining days, being little more than cramped dirt passageways held up by planks of rotting wood.

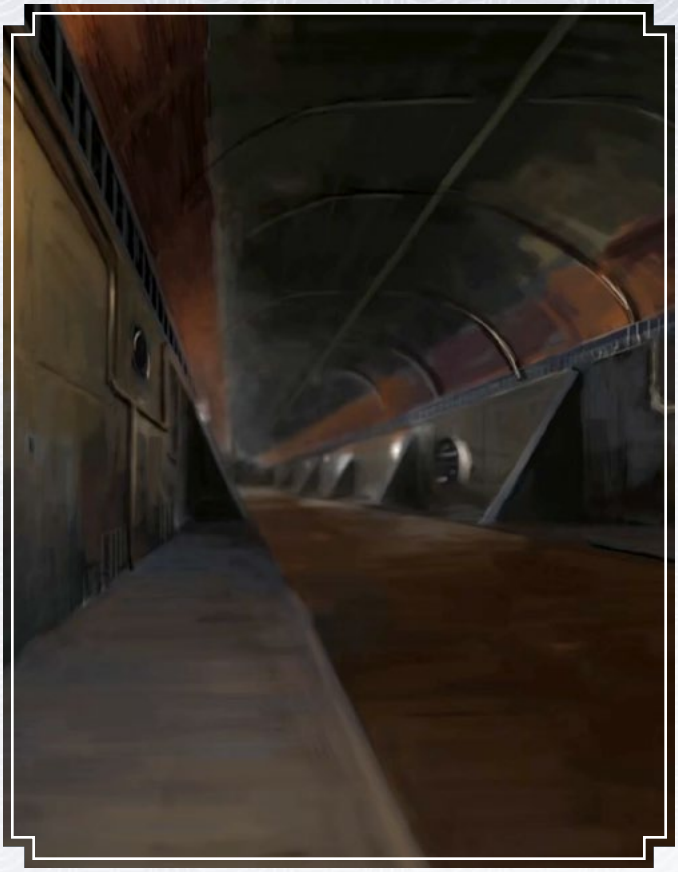
Harmony Park Corporation Headquarters

Harmony Park Corporation built their headquarters on the outskirts of Republic City where there was enough room to build an entire compound dedicated to the functioning of the corporation. The gates to the compound are guarded, though not very heavily, to avoid drawing the suspicion of the Republic City officials. Notably, this should not make it impossible for the companions to penetrate the interior. While they could feasibly charm, bribe, or fight their way in through the main entrance, an enterprising hero might follow the underground tunnel network to an inconspicuous sewer pipe opening out into the compound land. The compound is divided into three separate parts: the executive building, Harmony, and warehouses.

Rolling Harmony Raceway

Located not too far from the Harmony Park Corporation compound is the brand-new Rolling Harmony Raceway. Kyoko bought up a large chunk of land in a lower-income neighborhood in the outer parts of Republic City, bulldozed the houses on the land, and set up her Raceway, as well as grand boulevards leading to and away from it. Kyoko built the Raceway on cheap land, assuming the larger and grander she could build, the more visitors it would draw. It's designed to mimic the confines, curves, and difficulties of the tunnel races, and to be easily reinvented and modified for new races. But Kyoko's calculations proved incorrect. The people who frequent the tunnel races resent Kyoko's Raceway, and the Republic City elite hesitate to travel to "that part of town."

Run-down family homes surround the Raceway in the land Kyoko didn't buy and walls were constructed to hide the "eye-sores" from the arena's guests. The Raceway stands out like a gleaming sore thumb as a state-of-the-art establishment. It includes large garages full of shiny new racers (Satomobiles, Cabbage Corp automobiles, and more), wagering windows, and multiple racetracks, each with VIP spectator boxes, and each large enough to fit several thousand people. The Raceway is guarded and almost entirely empty. Harmony Park hosts weekly races, starring Kyoko's professional drivers and constantly shifting racecourses, but HPC struggles to fill the stands.



Badger-Mole (Current) Hideout

The Badger-Moles live in the badger-mole tunnels of the Republic City Underground. Every so often they change the location of their hideout using earthbending to bury the last location and open up a new one. Each time they move the Badger-Moles set up a series of rudimentary booby traps in the surrounding area to further dissuade anyone from bothering them. Despite the transient nature of their home, it's always surprisingly cozy.

The tunnels of the hideout naturally chamber off into different "rooms." Though each triad member has their own room, they converted the largest "room" into a communal living space in which they all sleep in a giant nest. They use the private rooms more as places to stash all their stuff.

While the players might not necessarily end up back at the Badger-Moles hideout, it's a good place for them to return to and regroup if fleeing from the Harmony Park guards, or from Xiaobo and his cronies. That being said, the hideout is a secret, but not impossible to find for a determined Republic City Police Officer or mercenary.

Tiger-Monkey Loft & Garage

The Tiger-Monkeys have a stylish loft in Harmony Park (page 36) and a garage in the same district. The triad values comfort over space, and living in the beating heart of Republic City's nightlife suits them just fine. When not racing they spend their time between the loft and garage. The triad's loft is strictly off-limits for business and anything illegal is run through their garage.

The Tiger-Monkeys' garage is unique in that it also doubles as an art gallery of sorts for automobile enthusiasts. And this blend of art, business, and crime has made it exceedingly hard for the Republic City Police to pin anything on the triad. Once per month the Tiger-Monkeys sell tickets to an automobile showing, wherein they show off the machines-turned-works-of-art that they've created. After the show, they take them apart, and start all over again. Tickets to the shows are quite sought after amongst automobile enthusiasts. The shows bring in enough money for the Tiger-Monkeys to buy materials in quantities too difficult to steal. Previous inventions have included: an automobile made entirely out of ice, an automobile that camouflages to its surroundings, and an automobile that can drive straight up vertical walls.

If the companions end up here, it is likely for imploring the Tiger-Monkeys for assistance—whether that be direct assistance in revealing Kyoko's secret, training for the Satomobile race, or even upgrades to their vehicles. The Tiger-Monkeys have tools and parts that might help the PCs enchance their own vehicles, but they won't give up their resources without good reason; heroes will have to be inventive to get the Tiger-Monkeys' mechanical and automotive help!

Test Site B

After the first automobile was invented many companies tried to follow suit with varying levels of success. One such company was run by the now-ancient Tianhui, a wealthy philanthropist who had money to burn. Tianhui underestimated the know-how it took to build automobiles and after constructing Test Site B, his attempts and passion for the project mostly petered out. His love for automobiles, however, did not.

Tianhui himself is now one of the tunnel races' most loyal, and most elderly, spectators. He knows nearly every racer's name, vehicle-type, and their co-bender's special moves. When the police department announced they'd be cracking down on the races Tianhui offered to sell Hibiki Test Site B for soybeans. The races have brought him so much joy over the years and he doesn't want to see them end any time soon.

Test Site B needs some love, but could be turned into an excellent racing track given time and money. The facilities are all there and it borders a few industrial districts in the city, making it a good location for the working class to visit if the price is right. It's missing some of the amenities that a fully-fledged race track (like the Rolling Harmony Raceway) features—safe stands for spectators, bathrooms, and so on—but that's nothing that some enterprising benders couldn't handle.

GM Advice

While *The Quick & The Quarrelsome* has all the ingredients to create an adventure, the players are always the unknowable variable! You might envision them bringing proof of Officer Xiaobo's mutinous plots to Chief Beifong, only for them to turn around and do something completely different. While there's no exact path for you to follow, as a GM, you have many tools to help the story progress in a satisfying way…and most importantly, to ensure that everyone has a good time. The "Summary" provides some escalations that you can use if things feel like they're moving too slowly. This section includes more tricks and tips for how to proceed should your adventure go off the rails, as well as threads for if your players choose to pursue this story beyond the scope of what is covered here.

Regulating Game Pacing

Not everything should be action all the time. Give the companions time to build camaraderie with the Badger-Moles or let internal group drama play out. That being said, you might reach a point where it feels like your players are being too indecisive or playing it too safe in a way detrimental to gameplay. In that case, there are several ways to escalate in order to up the stakes. For example, maybe some rabid automobile fans swarm the Badger-Moles on the group's way to their next investigation, drawing attention to them and stopping them in their tracks. You can use your best judgment here—based on the values or things the heroes hold dearest, what ups the stakes for them in a way that gets them moving again?

Locations act as framing devices within gameplay. They are the scaffolding for whatever scene is about to take place. If you choose to escalate the game, try taking advantage of the location of the scene—what dangers does this area hold? Who is powerful here? What here has the possibility for shifting the story in a more interesting way? Below are a few examples of escalations you can use to regulate game pacing, ordered by the location in which they take place.

Secret Tunnel

While the Badger-Moles are adept at carving out parts of the tunnels for their racetracks, the tunnels can only be so structurally sound, given that it's built in less than a day. Regularly, small bits of rock fall on the race attendees, leaving them with scars that they sport with pride as a souvenir from their favorite pastime. The other underground tunnels are even more precarious. A possible cave-in could help heighten the suspense of any underground scene.

Harmony Park Corporation Headquarters

Hibiki understands the enormity of the threat Harmony Park Corporation poses to the Badger-Moles. Unable to tolerate putting his found family in danger, he surprises the companions by turning himself over to Kyoko. Or misled by Maly, Tashi chooses to side entirely with her, perhaps believing that the Badger-Moles have been lying to him the entire time, or that he is nothing more than a nuisance to them.

Rolling Harmony Raceway

Quiyue's tired of her little sister's constant harassment of her new found family and decides to take the fight to her. The Tiger-Monkeys set fire to a large part of the Raceway and come to blows with the Harmony Park Guards. The fight lasts until the Republic City Police flood onto the scene arresting the Tiger-Monkeys.

Badger-Mole Hideout

The booby traps are sufficient to dissuade any disgruntled neighbors, but are not enough for a determined police officer or mercenary. Should the heroes and the Badger-Moles rely too heavily on the hiding place, the forces opposing them might threaten the structural integrity of the tunnels. It isn't a particularly effective hiding place if it gets buried.

Republic City Police Station

Should the companions be caught breaking the law, they could end up behind bars, or worse yet get Mako in trouble! Aside from Chief Beifong, Officer Xiaobo sees Detective Mako as the biggest obstacle to his ascent to power and seizes upon any opportunity to dispose of him (if only temporarily) and ruin his credibility. As such, he's on high alert for any leverage over Detective Mako. Unfortunately, collaboration with the companions and with the Badger-Moles falls directly into that category.

An arrest should by no means cause the players to lose against Kyoko. Instead, it can introduce an opportunity for a suspenseful prison break scene.

Possible Future Adventures

This adventure is perfectly suitable as a discrete one-off story, but if your players want to pursue the intrigue further, there's no reason to end it there! This adventure may be "resolved" once the companions alleviate the threat posed to the Badger-Moles, but the antagonists certainly don't have to be defeated. Even revealing Kyoko's fraud to her investors might only temporarily defeat her—her reputation is destroyed but she might seek revenge another day.

Given Kyoko's plot, you can choose to weave her and Harmony Park Corporation through your adventures, sometimes obviously the antagonist, sometimes not revealed as such until the end. Given the amount of power she wields, Kyoko can obfuscate her role in many events, setting them up as a domino effect to secure her position as one of Republic City's most influential residents.

All that being said, pay close attention to which NPCs your players latch onto and let that guide your decisions. They might like the Badger-Moles, but not be super interested in Harmony Park Corporation or in the Republic City Police, or vice versa. That's alright! The PCs don't have any obligation to stick with a plotline attached to any one group.

In addition to being a good starter adventure, this scenario has many different ways it can be resolved. Use this as a litmus test for the type of storytelling your players are most interested in. Do they like brute forcing their way through a problem, the more punches and explosions, the better? Do they prefer politicking and scheming? That can give you useful information for the best plotlines to present them with going forward.

Listed below are a few possible directions you can go with your story after the end of this scenario. These are by no means the only directions you can go in, so feel free to alter them, make them your own, or ignore them altogether, whatever best suits your group.

Mutiny

Officer Xiaobo allies with Kyoko in this adventure, but as a whole, the Republic City Police exist mostly on the fringes of this story. The players might choose to delve into Officer Xiaobo and his secrets. If not, it's possible to get through the entirety of the adventure with Officer Xiaobo's raid as nothing more than a minor inconvenience, not to be looked at too closely.

The conspiracy to overthrow Chief Beifong could make up the substance of another adventure. Provided the companions don't uncover Officer Xiaobo's plan, find evidence, and bring it to exonerate Chief Beifong, Officer Xiaobo is free to move forward with destroying Chief Beifong's credibility. He might bring enough pressure to put Beifong on trial, aiming to have her officially removed from her positions as Chief. Officer Xiaobo might set up strife in the city through bribery and swoop in to save the day, showing up Chief Beifong and her ability to solve the problem, as well. Falsified evidence tying her to triad activity throughout the city might show up in Chief Beifong's desk, just in time for one of Officer Xiaobo's cronies to raise alarms about Chief Beifong's trustworthiness.

You might choose to use the adventure to deepen the characters' relationship with Detective Mako, or you might shift the focus to Chief Beifong, to give players a chance to interact with a different character they know and love. Regardless, this sort of adventure is good for players who love political intrigue and enjoy problems that require a light touch—more sneaking around and sleuthing, less blowing things up and getting into fist fights.

Tiger-Monkey Trouble

So long as the players set up a reasonably friendly relationship with the Tiger-Monkeys or Badger-Moles, they've established themselves as a possible resource to the two triads. Should the players seem uninterested in plotlines that further develop the antagonists, but more interested in exploring Republic City's triads, this is a good scenario for them! The Tiger-Monkeys are in a spot of trouble and need assistance. Every so often they take automobile commissions from some very well-paying clients, building custom machines to their clients' specifications. Recently, they received a commission from a wealthy and powerful buyer that would create a truly dangerous weapon.

They're now stuck in a sticky situation: they took on the commission for fear that the client would otherwise go to someone more unethically willing to fulfill it…but they're running out of excuses as to why it isn't done yet. They can't go to the police because they would subject themselves to investigation and some parts of their operation are…well…less than legal. Another complication? They've never seen the face of this dangerous client; they just know that the client is an Earthbender who only meets them in the dead of night, with a mask, surrounded by guards, carrying cases full of yuan. The Tiger-Monkeys need help discerning the identity of their client and putting a stop to their nefarious plans, without drawing unwanted attention from the Republic City Police.

Incorporating Player Input

During the "Introduction," you asked the players a series of questions to develop context for their characters and those characters' relationships with Detective Mako and Republic City. The answers they give to those questions should not be pushed off to the wayside once the scenario starts. It's satisfying for the players to see things they invented appear in the scenario. Those things can also keep the scenario fresh and interesting, instead of clinging inflexibly to everything that's written.

There are spaces left in the scenario less explicitly defined, with room to add more fiction. Take advantage of those spaces to bring in the pieces of the world built by the players. Maybe the person who got the heroes into trouble with Detective Mako is one of the executives for Harmony Park Corporation. Alternatively, if the players created a less nefarious character, they might make an appearance as a new member or the Tiger-Monkeys or the Badger-Moles. Maybe a resource they invented at the beginning of the scenario could provide unexpected help in resolving the issues presented. Whatever you choose, be sure to give the players a reason to take ownership and stay invested in the world you've created together!

Including Vehicle Racing

One of the most exciting parts of this scenario is the racing. It's very likely that your players will see its existence in the fiction as an invitation to put the racing mechanics to the test. While a race-for-it-all is a good dramatic conclusion to the adventure, it can be difficult to set it up without it feeling too contrived—after all, what reason would Kyoko have for agreeing to a race with the companions and the Badger-Moles? Generally, the answers revolve around betting and pressure from other parties. Kyoko might agree to a race if the stakes of the race gave her something she couldn't get otherwise, or if some third party forces her to agree.

Remember that you can use either races or chases, as well, depending upon the situation. Here are a few good ways to work in a race or chase:

- Should the companions choose to pose as racers when they infiltrate the tunnel races, they'll get a chance to test out the racing mechanics that way. Give them a chance to do so, but keep in mind that the race doesn't always have to go the full length—it might always turn out that Kyoko, the Spider-Cats, or even some other party has sabotaged the track or the other vehicles, guaranteeing a catastrophic end!
- The Badger-Moles or the Tiger-Monkeys might demand an additional race from the players to prove their mettle, especially if the PCs reach out to the Tiger-Monkeys on behalf of Hibiki and the Tiger-Monkeys haven't seen the companions on the track yet! The stakes remain fairly high, since the scenario becomes increasingly difficult or easy depending on the amount of cooperation and friendship they have with the two triads.
- The companions' attempt to bring down Harmony Park Corporation could turn into a full-blown car chase. Maybe they're delivering evidence to Chief Beifong of Officer Xiaobo and Kyoko's conspiracy against her. Maybe they have one of Kyoko's investors in the car, taking them to the empty research buildings. So long as transit between two locations is involved, there's ample opportunity to turn the scene into a race between the heroes, their allies, and Kyoko's mercenaries, who are bent on stopping them from reaching their location.

Other Questions

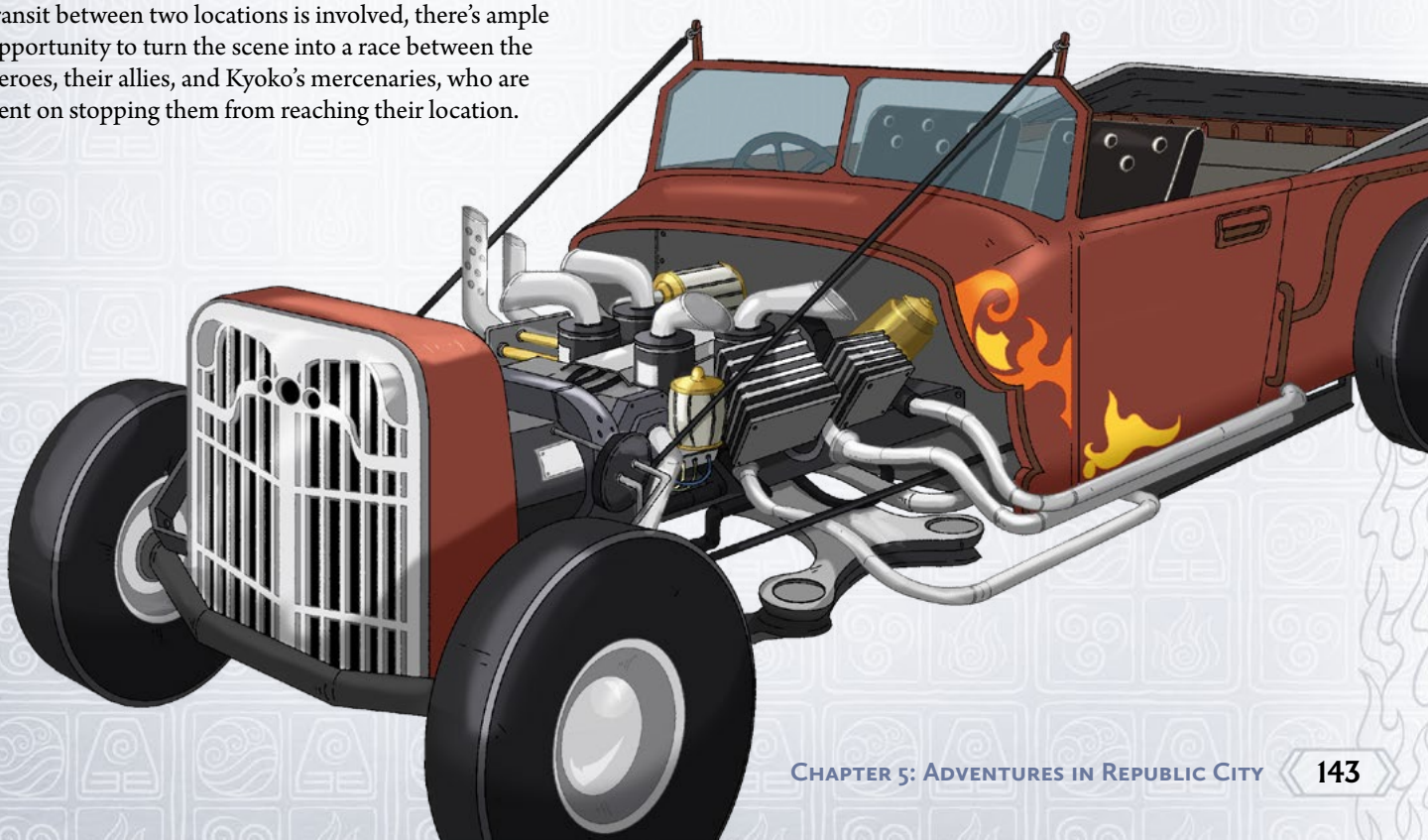
Here are a few other questions you might have as GM about how to run this adventure successfully, along with advice on how to handle each of them.

Could one of the Badger-Moles defect to Harmony Park Corporation?

As previously noted, Tashi or Hibiki may end up joining Kyoko, either as an act of self-sacrifice, or seeking a safe space after a fight within the Badger-Moles. Depending on the way the scenario plays out, they may or may not still be with Kyoko by the time it resolves. Should Tashi see Kyoko act cruelly towards anyone, especially Maly, he doesn't stay too keen on siding with Kyoko. Similarly, if Kyoko's threat to the Badger-Moles dissipates, Hibiki does everything within his power to return to his beloved triad.

Should Harmony Park Corporation be beatable?

Harmony Park's form of capitalist avarice can't be beaten in a single session of play. The corporation is more than Kyoko herself and takes time to dismantle. If the companions decide to go this route, then "beating" Kyoko here is only the first step. Perhaps they could prove her incompetence to the board of directors and have her removed from her position of power. Or they could make in-roads into getting the CEO to change her behavior.



APPENDIX A

TECHNIQUES

This appendix includes additional techniques to expand the options provided in **Appendix A: Techniques** in the core book. These techniques are split between universal techniques and the six trainings, though they are presented in a single alphabetical unified list. Any specialized bending forms necessary to use a technique are called out. Some techniques are also marked as "rare," meaning they are particularly complicated, powerful, and rare in the world.

Some techniques in this appendix require a user to have some resource, tool, or material. For example, the technique *Wingsuit Swerve* describes you using your wingsuit. Remember that that means you must have a wingsuit on to use the technique! For any technique, if there's no way you can take that action within the fiction, then you can't use that technique.

Arcing Blast*

COMBUSTION

Advance & Attack

Curve a sparking, spitting beam of focused energy around cover and protection to reach your target. Mark 1-fatigue, and your target must mark 3-fatigue and lose *Favored* and *Prepared* if they have either or both of those statuses.

Arms of the Ocean's Reach*

Defend & Maneuver

Pull water along your arms to create two long tendrils with which to maneuver, attack, and engage. Mark 1-fatigue and become *Prepared*. While you are *Prepared*, your reach is extended by your water tendrils. It costs foes an extra 1-fatigue to disengage with you in any way. If you use Water Whip, Octopus Form, Crushing Grip of Seas, or any other advanced technique that uses water tendrils while you are *Prepared* from this technique, you may lose *Prepared* to ignore the fatigue cost of that technique and inflict an extra 1-fatigue if it inflicts any harm on a target.

Batter Weapon

Defend & Maneuver

Target a foe's melee weapon with battering strikes, knocking the weapon from your foe's grasp. Your foe must either mark 2-fatigue or lose the weapon and become *Impaired*.

Breathless Gale*

Advance & Attack

Pour forth a terrifying gale that makes it impossible for others in the area to breathe. Mark 2-fatigue. Everyone in the area becomes *Impaired* except for you. If they are already *Impaired* by breathlessness, they become *Stunned*.

Diagnose Specs*

Evade & Observe

Observe a mechanical device or weapon and quickly figure out its weaknesses. Choose a mechanical device currently wielded by a foe you are engaged with. Become *Favored* and *Prepared* to deal with that device and that foe. If the device is a mecha or a vehicle, inflict an additional 2-fatigue the next time you or an ally you can guide inflicts harm on it.

Dire Strike

Advance & Attack

Put all your force and strength behind a two-handed swing of a sizable melee weapon. Mark 2-fatigue and inflict 4-fatigue, a condition, and *Impaired* on your target. If they are wielding a melee weapon, you may mark an additional 1-fatigue to knock it from their grasp.

*Rare Technique

Disruptive Spark

LIGHTNING

Evade & Observe

Emit a small crackling burst of electricity that disrupts a nearby foe or an electrical device. Mark 1-fatigue and choose a target. If you target a foe, they become *Impaired* and chooses one fewer technique in the next exchange, to a minimum of zero. If you target an electrical device, it is immediately shut down as if *Stunned* for one exchange.

Double-Leg Kick-Out

Advance & Attack

Leap and land both your feet on your foe, kicking off them with your whole body. Mark 1-fatigue, and then you and your foe each secretly wager up to 3-fatigue. Reveal your wagers simultaneously, each of you marking as much fatigue as you wagered. If you wagered as much or more fatigue than your foe, they are knocked to the ground, becoming *Stunned* and *Impaired*.

Doubling Down

Evade & Observe

Redouble your efforts and invest yourself fully into the fight. Shift your balance twice away from center, then clear twice your highest principle in fatigue. You may only use this technique once per combat.

Douse Flame

Defend & Maneuver

Cast a wave of water about, putting out all flames and soaking your foes. Mark 1-fatigue. Everyone around you except Waterbenders becomes *Impaired*. All Firebenders affected by this technique cannot remove *Impaired* until they first spend 2-fatigue to heat themselves up and dry out their soaked clothing.

Electromagnet Bomb

Advance & Attack

Use available materials to construct, plant, and detonate a device that emits an electromagnetic pulse. Mark 2-fatigue. Any unshielded advanced technology in the area, including mecha systems, airship systems, radio systems, or electrical systems, is immediately disrupted and deactivated until a technologist spends time repairing it.

Electromagnetic Shield

Evade & Observe

Activate an electromagnetic field around yourself to repel metallic objects. Mark 1-fatigue. Anyone holding a metallic object must either immediately move away and disengage with you, or mark 2-fatigue to remain engaged with you. Anyone wearing metallic material around their bodies must immediately move away and disengage with you or mark 3-fatigue to remain engaged with you.

Finger Flame Jet

Defend & Maneuver

Emit an incredibly hot, small jet of flame from your fingertip and use it to burn through armor, metal, or a barrier. Destroy one vulnerable metal item in reach; if it is held or worn by a foe, they may mark 2-fatigue to twist out of reach and avoid the effect. If you target a larger metal object (a mecha suit, a vehicle, etc.), the target must mark 3-fatigue instead.

Flowing Stance*

Evade & Observe

You take up a stance to enable you to string many motions together fluidly. Mark 2-fatigue and become *Prepared*. While you are *Prepared* from this technique, you may use one additional weapons-training advanced technique of your chosen approach each exchange, as long as you **advance & attack** or **defend & maneuver**.

Grapple Toss

Advance & Attack

Grab a foe with a grappling gun and throw them away from you. Target a foe you are engaged with and mark 1-fatigue. You toss them away from you, forcing them to disengage with you. They may mark 3-fatigue to resist this motion. Regardless of whether they resist or not, they also become *Impaired*.

Hazardous Field

Defend & Maneuver

Use available components to quickly set up a hazardous field—a poisonous cloud, an electrical barrier, a line of burning oil—that acts as a barrier for anyone to cross. Mark 1-fatigue. Your field extends between two points within reach. Anyone who crosses it for any reason must mark 2-fatigue immediately. The field lasts until someone takes it down, or until shortly after the end of combat.

Heat Metal

Defend & Maneuver

Place your hands upon a metal surface or object and pour heat into it. Anyone in contact with the hot metal must either hold their position and become *Impaired* or must mark 1-fatigue to abandon that position. If they are already *Impaired*, they must instead mark 2-fatigue to hold their position.

Hidden Weapon Strike*

Advance & Attack

Reveal a hidden weapon from within your apparel and strike with it all in one motion. Mark 1-fatigue and inflict 3-fatigue and *Stunned* on your foe. You may only use this technique against any given foe once per combat.

*Rare Technique

High-Speed Grapple Strike

Defend & Maneuver

Fire a grappling line near a foe to launch yourself directly at them at high speeds. Target a foe you are not currently engaged with and mark 1-fatigue. You close the distance and engage with them immediately. Any foe currently engaged with you can block this movement by marking 3-fatigue. If your movement is unblocked, you may mark an additional 1-fatigue to become *Favored* or to immediately use the technique Strike against your target; you may not do both.

Hurl Weapon

Advance & Attack

Hurl a weapon unintended for throwing at a foe. You lose your weapon and become *Impaired* for the next exchange or until you retrieve it. Inflict 2-fatigue and a condition on your target.

Ice Slide

Defend & Maneuver

Create an ice slide around you to shift and redirect your foes. Mark 1-fatigue. For any foes engaged with you who chose **advance & attack** or **defend & maneuver** this exchange, you may shift their position, engaging or disengaging with them as appropriate. Each of those foes may mark a condition or 2-fatigue to resist this movement.

Ice Snare

Defend & Maneuver

Prepare to throw a bit of water at a foe's hand or foot, catching the appendage, and then freezing it in place. Hold 1-reaction. You may mark 1-fatigue and spend 1-reaction to interrupt a foe's technique during this exchange. If you do, they must either become *Impaired* and mark 2-fatigue or the technique is interrupted and has no effect. Lose all reaction at the end of the exchange.

Improvise Weapon

Evade & Observe

Quickly arm yourself with a weapon improvised from materials around you. Mark 1-fatigue and become *Favored*. When you inflict harm with this weapon, the weapon breaks and you inflict an additional 2-fatigue.

Line Skating*

METAL

Defend & Maneuver

Use metal wires (like those common in the air above Republic City) or the edges of metal surfaces to skate rapidly around your environment. Mark 1-fatigue, become *Favored*, and shift to a new location, disengaging with anyone you are currently engaged with and re-engaging with any foes at the new location. Other Metalbenders engaged with you can mark 2-fatigue to stop this motion; if they do, you still become *Favored*.

Mirror Block*

Defend & Maneuver

Prepare to match, mirror, and capitalize on an opponent's attack. Mark 1-fatigue and become *Prepared*. While you are *Prepared* from this technique, you may lose *Prepared* to mirror an opponent's attack, blocking it and then pulling them off-balance; if you do, you completely cancel the effects of an attack they make and inflict *Impaired* on them.

Mount/Dismount

Defend & Maneuver

Move from inside a vehicle or atop a steed to standing on your own feet quickly and efficiently, or vice versa. You immediately move to a new position—away from your vehicle or steed if you dismount, or atop or inside your vehicle or steed if you mount—engaging new enemies as appropriate, and you become *Favored* and *Prepared*.

Overload*

Advance & Attack

Overload a vulnerable device or electrical weapon to unleash an explosion. The device detonates and destroys itself at the end of the next exchange. Anyone within range when it detonates suffers fatigue based on its size: 3-fatigue for a handheld device, 5-fatigue for a heavy portable device, 7-fatigue for a stationary device.

Pressurized Fire Blast*

Advance & Attack

Build up a tongue of fire under pressure before releasing it in a torrent of flame. Mark 1-fatigue and take 1-force. Then choose to release the blast or continue building pressure. If you release the blast, choose your target, spend all force, and inflict X-fatigue per force spent, where X is the amount of force spent. If you continue building pressure, hold your force into the next exchange. In any exchange in which you do not continue building pressure, you lose 1-force at the end of the exchange.

Probing Metal

METAL

Evade & Observe

Extend your metalbending senses to detect vulnerabilities in a metallic target, including mecha, vehicles, and structures. Mark 1-fatigue. Become *Prepared* to attack your target. When next you inflict harm on your target, you inflict an additional 2-fatigue. If you instead attack an inanimate target that can't suffer fatigue (like a building structure), then you can use Smash against it without paying any fatigue costs.

Razor Rings

Advance & Attack

While standing in or near a significant supply of water, send a wave of razor-sharp water rings rolling up at a foe near the water. Mark 1-fatigue. Your foe must dodge the rings, marking 2-fatigue and becoming *Impaired*, or you can cut loose or destroy any vulnerable objects or items they are carrying of your choice.

*Rare Technique

Reflect Projectiles*

Defend & Maneuver

Ready yourself to return incoming projectiles (arrows, rocks thrown with earthbending, knives, icicles, etc.) at an attacker. Hold 2-defense against these attacks. You may spend 1-defense to deflect any incoming projectile attack aimed at you. You may spend 2-defense to reflect an incoming projectile attack aimed at you, returning it to the attacker and inflicting any fatigue, conditions, or statuses from the initial attack upon them. You may spend 2-defense to deflect any incoming project attack aimed at an ally within reach. You retain unspent defense until you spend it, the combat ends, or you become *Impaired*.

Remote Bomb

Evade & Observe

Plant a small explosive you can trigger remotely on a nearby surface. Mark 1-fatigue. You may activate the explosive at the start of any ensuing exchange, after approaches have been chosen but before anyone makes the stance move. When you detonate the explosive, everyone in the area suffers 3-fatigue and a condition. (Unless you have moved away, you are assumed to be in the area.)

Rock Cuff Barrage*

Defend & Maneuver

Toss a barrage of rock cuffs that catch a foe's wrists and ankles to bind them against a wall. Mark 1-fatigue to inflict *Impaired* upon a single foe. Mark 3-fatigue to inflict *Impaired* upon a group of foes, or to inflict *Impaired* and *Trapped* upon a single foe. Mark 5-fatigue to inflict *Impaired* and *Trapped* upon a group of foes.

Run Them Down

Advance & Attack

While driving a vehicle, aim straight for a non-vehicle target and gun your engine. Your target must block or dodge your vehicle, choosing two out of three: mark 3-fatigue, mark a condition, become *Impaired*.

Seek the Deepest Calm*

Evade & Observe

Quiet your emotions and focus yourself. Use only in an exchange in which no conditions were inflicted upon you. Clear any non-physical negative statuses or become *Inspired*. Clear two conditions of your choice. You may only use this technique once per combat.

Shame

Advance & Attack

Insult an opponent to drive home their inefficacy after they've suffered a blow. Target a foe who has suffered some harm (marked fatigue, marked a condition, or suffered a negative status) from an attack this exchange and mark 1-fatigue. Insult them, forcing them to mark additional fatigue equal to the number of conditions they have marked, or to shift their balance, their choice.

Sightless Detection

Evade & Observe

Hone your awareness to be ready for any of your foes' movements and attacks, even if your senses are impaired or they attempt to strike from a blindspot. If you are *Impaired* due to your senses being disrupted, you lose your *Impaired* status. For the next exchange, all combatants engaged with you must choose and reveal their approach before you do, and must choose and reveal any techniques they plan to use before you use any techniques in the same approach.

Slip Away*

Defend & Maneuver

Move out of sight and into a superior position. You may only use this technique if no one is engaged with you. Mark 1-fatigue, become *Favored*, and move into a position where your foes lose track of you. No one may target you or engage with you—and you may not target or engage with anyone else—while you are hidden. Mark 1-fatigue at the start of each exchange to remain hidden; do not choose an approach or make the stance move while hidden. You may reveal yourself and act during the resolution of any approach; if you do, you immediately commit to that approach and make the stance move, re-entering the fight and performing techniques as appropriate.

Sonic Grenade*

Evade & Observe

Toss a device that produces incredibly loud noise. Everyone engaged with you becomes *Impaired* by the noise unless they have protected their ears in some way (you are assumed to have ear protection when you use this technique). If they are already *Impaired*, they become *Stunned*. You may only use this technique once per combat.

Spike Drill Dive*

Advance & Attack

Leap into the air, then hurtle back down legs first, spinning like a corkscrew and surrounding your lower body with an icy spike. Mark 3-fatigue. Every foe near the ground where you land marks 2-fatigue and is thrown backward. If there is anything beneath the surface you land on (a lower floor, a cave, etc.), you immediately move into that space, disengaging and engaging with foes as appropriate.

Squall Push

Defend & Maneuver

Spin up a wild storm of winds that casts foes away from you. Mark 1-fatigue. Your foes are cast away from you unless they mark 1-fatigue to plant their feet; if they do, they become *Impaired*.

*Rare Technique

Squash Elements

Defend & Maneuver

Use mounds, piles, and walls of earth to squash another element—absorbing water in dirt, smothering a fire, or blocking wind. Mark 1-fatigue and choose an element (water, fire, or air) to squash. Anyone in your vicinity during the next exchange must mark an additional 1-fatigue for each technique of that bending style that they use.

Tremor Strike

Advance & Attack

Strike the ground with force to send a wave of stone and earth rippling out. Mark 2-fatigue. Any individual foes engaged with you suffer 2-fatigue and are knocked to the ground, becoming *Impaired*. Groups of foes engaged with you suffer 3-fatigue and become *Impaired*.

Venomous Darts

Advance & Attack

Throw a few darts coated with paralytic venom at a foe. Mark 1-fatigue, or you are out of darts and cannot use this technique for the rest of combat. Inflict 1-fatigue and *Impaired* on your foe. If they are already *Impaired*, inflict *Stunned*. If they are already *Stunned*, inflict *Doomed*.

Versatile Strike

METAL

Advance & Attack

Use a piece of meteor ore to launch a strike that shifts between liquefied and solid aspects. Mark 1-fatigue and inflict 2-fatigue on your foe. Next exchange, your foe cannot choose to **evade & observe**.

Wall Run

Defend & Maneuver

Run along a vertical surface, using flame jets from your hands to keep from falling. Mark 1-fatigue and move to a new location, disengaging with foes at your origin and engaging with any foes at your destination. Any foe engaged with you can mark 3-fatigue to block this technique.

Wind Toss*

Advance & Attack

Throw a large object at a foe with a gust of wind. Choose an object to hurl, and the GM will tell you to mark 1, 2, or 3-fatigue as appropriate to the size (smaller than a person, person-sized, bigger than a person). Your target must either stand strong and take the hit, marking one, two, or three conditions respectively; or they must move away to avoid the attack, disengaging and marking 1, 2, or 3-fatigue respectively.

Wingsuit Swerve

Evade & Observe

Use your wingsuit to rapidly change direction mid-air, throwing your foes off. Mark 2-fatigue and become *Favored*. Next exchange, each foe must mark an additional 1-fatigue to target you with any techniques.

APPENDIX B

NPC LEGENDS

Each of the characters in the coming pages is a legendary NPC. Legendary NPCs are incredibly rare—important paragons of the whole setting. They should show up sparingly, maybe a cameo here or there, often as mentors, temporary allies, or teachers. It is pretty unlikely for a legendary NPC to get into combat with the PCs, as they are generally heroic characters who would find themselves on the same side as the PCs. Each legend here includes the following components: their drive; their history; the ways that a GM should portray the NPC; prompts to bring them into a story; three important techniques they have access to (including one that is only featured on that legendary NPC); how they operate as a teacher along with mastery conditions they would use; and where they can be found in the setting.

Lin Beifong

Korra Era

"Maybe you can fool everyone else, but you can't fool me. I see right through you."

Drive

To enforce Republic City law with strength and fidelity

History

Lin Beifong is a descendant of the rich and powerful Beifong merchant clan of Gaoling, Earth Kingdom. Her mother—Toph Beifong, inventor of metalbending and founder of Republic City's metalbending police service—raised her in Republic City, where she followed her mother into law enforcement as soon as she was old enough to do so. Her home life, however, was troubled, as she chafed against her mother's sometimes indifferent parenting style, as well as her younger half-sister Suyin Beifong's wild lifestyle and temperament.

Lin has spent her entire adult life as a policewoman, rising to the rank of chief and flourishing in that role. In the process, she has taken down the Equalist and Red Lotus terrorist groups and repelled Kuvira and the Earth Empire's attack on her hometown. She put aside her differences with her ex-boyfriend Tenzin, the unruly Avatar Korra, and even her sister and mother. Fearsome on her own, she also excels as a leader and a team player, even if she grumbles the entire time. One of her closest allies is Mako, who's excelled at his work with the police and risen to the rank of detective under her watch.

Lin's job is vitally important to the fate of the city and the world, and as a result it means everything to her. In the wake of the Earth Empire's collapse, she has turned her focus back to organized crime in Republic City, aggressively pursuing Triad leaders like Jargala Omo and Tokuga. She's used to giving orders and having them followed swiftly and successfully, so she sometimes chafes in family or social situations where she's expected to make nice or indulge in small talk. She struggles with setting work aside and relaxing, often pushing herself too hard or mistakenly taking out her stress on others. She's always looking for the next problem to solve—and in her defense, she's very good at solving problems.

Lin has occupied the role of chief of police for many years now, including the entirety of Avatar Korra's time in Republic City. She's not showing any signs of wanting to retire or move on, either. President Zhu Li Moon is a strong ally, and while Lin has never been political—she would want to be the police chief no matter who sat in the president's chair—she's looking forward to working with President Moon over the hedging and whinging of President Raiko. She always served Raiko with distinction, but she can't say she ever really liked the guy.

Her history does leave her vulnerable in one arena, however—politics. Lin is practically a city institution on her own, having occupied the position her mother originated with skill and capability. For many, it's practically unthinkable that she'd be removed or replaced...but for some politically savvy opponents, it might be possible to attack her in the one arena she's always avoided.

Principle

0 +1 +2 +3 +4

Justice

Conditions

- ☐ Afraid
- ☐ Angry
- ☐ Guilty
- ☐ Insecure
- ☐ Troubled
- ☐ Enraged
- ☐ Vengeful
- ☐ Obstinate

Fatigue

How to Play Lin

- **Get to the point.** Lin has neither time nor energy to beat around the bush. She says and does everything as bluntly, directly, and efficiently as possible. Other people's feelings will recover. Or not. Not her problem.
- **Lay down the law.** Lin embodies authority derived from the law of the land. Enforcing that law is more natural for her than breathing. She believes no one's above it.
- **Always have a plan.** Plans are like laws and the people around Lin need to realize she's in charge. She's perspicacious enough to keep her plans simple and careful, to make sure her subordinates don't mess them up.

Bring Lin in...

- ...when someone breaks the law in Republic City.
- ...when the Beifong clan demands her reluctant involvement.
- ...as a mentor or challenge to a fledgling leader.

Techniques

Metal Bindings*

METAL

EVADE & OBSERVE

Catch an enemy's limbs in metal you control. They become *Impaired* and cannot remove the status unless they are able to metalbend or the fight ends. While they are *Impaired* and you are engaged with them, you are *Favored*.

Detect the Heavy Step*

SEISMIC SENSE

DEFEND & MANEUVER

Use seismic sense to detect the instant an enemy is about to move against you. Become *Prepared*, and at any time during this exchange, you may lose your *Prepared* status and mark 1-fatigue to interrupt an enemy as they use a technique; they must mark an additional 3-fatigue or you disrupt their attempt to act, canceling the technique.

Wire Smash*

METAL

ADVANCE & ATTACK

Grab foes in strands of metal and smash them together. Mark 1-fatigue, choose two foes, and inflict 2-fatigue or a condition on each of them, your choice. If you target two members of a group, inflict 4-fatigue or two conditions on that group, your choice.

*Rare Technique

Lin as a Teacher

Lin learned earthbending and metalbending from her mother, the greatest Earthbender of all time. However, Toph wasn't the most gentle, nurturing, or flexible of teachers, and Lin herself ran out of patience for everyone and everything long ago. She believes martial practice should develop precision and sensitivity alongside physical endurance, prioritizing observation techniques like seismic sense to bolster the bodily aspects of training.

Lin's go-to methods aren't designed to make you feel good about yourself or Lin. She hasn't got time for that kinda thing—and besides, she thinks emotional adversity builds character. With certain students, though definitely not all, she's right.

Lin Beifong works long, difficult hours, and loves doing it. She's not exactly freely available to teach students...but she is highly protective of her police force and her allies. Anyone who starts to work with her and help her may find themself a recipient of her hard lessons, whether they wanted the tough love or not.

Students must adhere to the same level of professional and martial discipline Lin demands of police cadets. Training involves a lot of doing the same difficult thing over and over until a student figures out on their own how to make it work. She doesn't expect them to be a natural at it, but, well, it sure helps.

Lin's mastery conditions emphasize both that same kind of willful obstinacy in the face of difficulty and group training. Lin herself strongly prioritizes group training, both practicing in step with others and learning to work together to execute combined maneuvers. In camaraderie with others, her students can often find the moral support she herself prefers to delegate.

Suggested Mastery Conditions

- Apprehend an expert or dangerous criminal using your technique
- Take on someone out of your league in a fair fight
- Coordinate the actions of a group in an attack, escape, or extraction

Where to Find Lin

Lin can most consistently be found in Republic City's Central District, in the police headquarters. At any given time, if there isn't something else pressing that demands her attention, she's likely to be there. She might also be in the other halls of power in Central District, including the President's or Mayor's offices to discuss current issues. That said, any time there is a major crisis or incident in Republic City, she will be there—she's very hands-on and likes to get a sense of serious situations firsthand. PCs who get involved with sprawling fights, explosions, or other incidents that jeopardize significant parts of the city will almost certainly meet Lin when *she* finds *them*.

Otherwise, Lin might be found at any of the habitations or important places for her allies, from Air Temple Island to the Spirit Portal. She's most likely only going to be there if she's visiting temporarily or if there was some incident that demands her attention. Lin also has family in Zaofu, and she might be found visiting there...but almost always, she's in Republic City, focusing on her duties.

Zhu Li Moon

Korra Era

"Imagine what it's like to walk in their shoes. If enough of us do that, we might someday find balance as a society."

Drive

To lead the United Republic of Nations to be the best version of itself

History

Zhu Li Moon's résumé is impressive. She spent much of her career working for eccentric businessman Iknik Blackstone Varrick, following him in his mercantile endeavors including his film investments, war profiteering, turn to crime, and later self-reinvention as an engineer working for Suyin Beifong and then General Kuvira. None of Varrick's ideas would have gone anywhere without Zhu Li's work ethic, which far outstripped his own. With endless patience and growing frustration, she undertook every dirty job Varrick demanded of her.

As Varrick and Zhu Li researched spirit vine energy, Zhu Li became fed up with his entitled attitude and secretly enamored with the good man she knew he could become. When that research yielded dangerous results, they turned against Kuvira, fearing their work would be used for the wrong purposes. Zhu Li appeared to betray Varrick on the grounds of his long mistreatment of her and remained in Kuvira's good graces, but her true intent was to sabotage Kuvira's operation.

By removing a key component from Kuvira's spirit cannon, Zhu Li attempted to sacrifice herself and assassinate Kuvira and Baatar Jr. Kuvira caught the sabotage at the last moment and tried to execute Zhu Li. Only the timely intervention of Bolin and the Beifong clan headed off Zhu Li's end; but in her undercover work she discovered Kuvira's plan to attack Republic City.

Returning to Republic City, Zhu Li joined Asami Sato and Varrick in creating technology to fight the Earth Empire, this time as their peer rather than an assistant. Working side by side on the machines that would bring the Earth Empire's downfall, Varrick and Zhu Li grew to love and respect one another as equals. They married soon after Kuvira's arrest.

After the Earth Empire's fall, Zhu Li took a prominent role in resettling evacuees who had lost their homes in the Earth Empire crisis. Her political visibility rapidly grew, culminating in her stand against President Raiko and the United Forces at the spirit portal protests. Varrick's film footage of Zhu Li's heroism at the protests and during Tokuga's subsequent attack on the portal catapulted her to a landslide victory over the incumbent Raiko.

Zhu Li now serves as the United Republic's second president. Her platform and leadership style stress unity and compassion among diverse peoples.

Principle

0 +1 +2 +3 +4

Unity

Conditions

- ☐ Afraid
- ☐ Angry
- ☐ Guilty
- ☐ Insecure
- ☐ Troubled
- ☐ Cold
- ☐ Frustrated
- ☐ Subdued

Fatigue

How to Play Zhu Li

- **Care for those around you.** When anyone near her is struggling or suffering, no matter how low their status, Zhu Li notices and makes it her responsibility to help.
- **Watch and wait.** Zhu Li's patience is infinite. She settles into the background of any situation, observing carefully and taking subtle action. If she doesn't want to be noticed, she almost never is.
- **Seize the perfect moment.** At the moment it's least expected, her efforts have the greatest effect—Zhu Li bursts suddenly into action with a daring escape, a well-timed attack, or a surprise run for the presidency.

Bring Zhu Li in...

- ...when world leaders gather and someone must represent the United Republic.
- ...to solve humanitarian crises, large or small.
- ...to mentor promising talents in leadership and management.

Techniques

Grapple Line

Defend & Maneuver

Toss out a grapple line and zip around the battlefield to a new advantageous position. Mark 1-fatigue to become *Favored* and disengage with all current foes, reengaging with a foe of your choice as you take up your new position. If you spend any gears on this technique, inflict *Impaired* on any foes with whom you engage.

Wind Up*

Evade & Observe

Wind up a technological device to build tension and charge! Gain 1-gear and become *Favored*; then, mark up to 2-fatigue, and hold 2 additional gears for each fatigue you mark. Spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.

Carry Their Weight*

Defend & Maneuver

Protect and take blows for an ally within reach, ensuring they remain unharmed. As you take up the defensive posture, clear *Impaired*, clear 1-fatigue, and choose one ally in reach to protect. They cannot be targeted by foes this exchange; instead, any foe who would target your ally must target you.

*Rare Technique

Zhu Li as a Teacher

Zhu Li is a creative and capable jack of all trades, who is adept at dealing with any situation thrown her way with a quick wit and keen intelligence. In a mech suit, she easily holds her own against superior numbers of benders or armed and armored enemies. If someone else has the idea for a piece of tech or a plan of battle, but they can't figure out how to get it to 100%, Zhu Li is the best person to ask for help.

She's busy on a day-to-day basis with her duties as the President of the United Republic, but she still loves working with technology, and she has grown to appreciate her abilities as a leader and a teacher. Zhu Li will take note of any caring, clever, cunning, and curious would-be student, and if she can find the time—or if the situation is dire enough—she tries to teach such students what they need to learn. If she doesn't have the time, however, she may try to connect students with other worthy teachers (like Varrick, Asami, or even possibly Korra).

If the President of the United Republic is your instructor, whatever you're studying must be important. As a teacher, she never raises her voice or loses her cool, no matter what kind of disaster she's presented with. She's detailed, specific, and infinitely patient.

She particularly shines when working with "problem students" other teachers can't reach. Whether it's a counterproductive attitude or a learning challenge blocking them, Zhu Li will work with them for as long as it takes for her to find a creative solution that might never cross another teacher's mind.

Zhu Li's mastery conditions focus on supporting others and finding quieter, calmer, less direct or forceful solutions to problems. Zhu Li is well-acquainted with direct fighting and might give a mastery condition focused on confrontation for the right cause, but she has perfected a kind of flowing response to difficulties and problems, and all her lessons are flavored by that philosophy.

Suggested Mastery Conditions

- Help someone else learn a technique they're struggling with
- Lead or defend a large group against injustice or oppression
- Overcome an enemy through subterfuge

Where to Find Zhu Li

President Zhu Li Moon spends much of her time nowadays in Republic City's Central District, in City Hall. She's constantly busy with her duties as president of the United Republic, bombarded with meetings, crises, and issues that demand her attention. Getting in to see her might not be easy without an appointment, but if any enterprising heroes were to make friends with her personal aide, Bolin, he might be able to help them to see her...

Zhu Li also moves around the city for her duties, visiting constituents and communities, giving speeches and interviews, and overseeing important projects for the United Republic. If there is a major function—the opening of a new city building, for example, or a huge charity function for the city's elite—she will likely be there. She can also be found visiting her husband, Varrick, at Varrick Global Industries or in Roku Plaza.

Mako

Korra Era

"I know you're just looking out for number one, but there comes a time you have to grow up and realize you have a responsibility to help others."

Drive

To defend and provide for his loved ones

History

Orphaned at a young age, Firebender Mako and his Earthbender little brother Bolin grew up on Republic City's mean streets, snatching purses and running cons. Making the most of their prodigious natural talent, the brothers taught themselves bending, eventually attracting the attention of the Triple Threat Triad.

As a boy, Mako learned lightningbending from the infamous Triple Threat boss, Lightning Bolt Zolt. He and Bolin probably would have become gangsters themselves, if not for a chance encounter with the veteran Pro-bender Toza. The old man saw the brothers' potential and coached them in the sport.

After a false start or two, Mako and Bolin's Pro-bending team, the Fire Ferrets, soon gained a capable Waterbender: Avatar Korra. The brothers became core members of Korra's Team Avatar, fighting alongside her against the Equalists, Unalaq, and the Red Lotus. In the process, Mako briefly dated first the industrialist Asami Sato, then the Avatar herself. He also won the trust of Chief Lin Beifong of the Republic City Police, paving the way for his entry into his current job as a police detective, investigating the same crooks with whom he once ran.

Mako worked as a bodyguard to the foppish Prince Wu of the Earth Kingdom, including the time during the Earth Empire's brief but destructive reign. While Wu's flighty nature and neediness strained Mako's nerves, Mako's strength of character had a positive influence on the prince's path towards becoming a responsible leader.

Just in the past few years, Mako played an important role in resisting the Earth Empire's attack on Republic City and taking down the Mecha Giant; defending Republic City from Tokuga's attack; and contending with the last remnants of the Earth Empire. He has proved himself a capable fighter, hero, and defender of the city time and again, and Chief Beifong and President Zhu Li Moon both recognize his efforts.

Currently, Mako works alongside Chief Beifong as a police detective. He's also reconnected with his extended family from the Lower Ring of Ba Sing Se, and remains a loyal member of Team Avatar, supporting both found and biological family. He has a lot going on at any given moment, especially with increased Triad conflicts rising after recent events, but he has no interest in slowing down or changing paths. He is determined to continue doing good for the city he calls home.

Principle

0 +1 +2 +3 +4

Family

Conditions

- ☐ Afraid
- ☐ Angry
- ☐ Guilty
- ☐ Insecure
- ☐ Troubled
- ☐ Prideful
- ☐ Obstinate
- ☐ Foolhardy

Fatigue

How to Play Mako

- **Put family first.** Family, whether biological or chosen, is always Mako's priority. Whether he has to enforce the law or bend it to protect loved ones, he does whatever it takes.
- **Look out for trouble.** Growing up on the streets, Mako learned to keep a watchful eye out for potential marks or oncoming danger. In his current detective work, his keen perception is equally crucial.
- **Show understanding to people from different backgrounds.** In his criminal, civilian, and uniformed life, Mako has worked closely with people from extraordinarily diverse social and economic origins. He doesn't agree with everyone he meets, but he always tries to understand them on their own terms.

Bring Mako In...

- ...as a police detective, to investigate crime in Republic City.
- ...as the first line of defense against threats to Team Avatar.
- ...to reach out to street kids and low-level crooks who remind him of his own youth.

Techniques

Lightning Blast*

LIGHTNING

ADVANCE & ATTACK

Hurl a bolt of lightning at a target. Mark up to 3-fatigue. For each fatigue you mark, your target must mark 2-fatigue.

Fire Blade

ADVANCE & ATTACK

Swipe your surroundings with a blade of flame. Mark 1-fatigue to slice through a piece of your surroundings and destabilize your foe's footing, inflicting 2-fatigue and *Impaired* on them.

Indomitable Will*

DEFEND & MANEUVER

Push yourself to overcome anything holding you back. Mark 1-fatigue to immediately use any other technique from any approach, paying costs as usual and ignoring any negative status effects you may be suffering from. At the end of this exchange, clear one negative status of your choice.

*Rare Technique

Mako as a Teacher

Mako spends most of his time (when he's not on some adventure or another with Team Avatar) working as a detective under Lin Beifong. That said, he's always had a strong soft spot for wayward youths, especially those who remind him of himself, his brother, or his friends. He often spends as much time reaching out to the community and its members as investigating crimes, so any PCs seeking his help can likely convince him—though he might put on a grumpy face at first.

Mako's teaching methods don't resemble formal martial instruction but instead reflect his own history: he sets his students practical tasks and engages them in games in order to practice their skills and build strength and endurance. Winning fights is great, but Mako wants you to learn how his lessons apply to work and play as well.

Mako's life circumstances made him into the model of an old soul. As a kid, he watched out for his goof-off little brother Bolin, and as an adult he's been in charge of a series of chaotic personalities from King Wu to Korra. Accordingly, he can deal with students who mess around and waste time, but if he gets a student who takes life and training as seriously as he does, Mako really shines.

Mako's mastery conditions all reflect his own upbringing and style, the lessons he learned growing up. He'll set PCs to protect others, both from force and from deception, and he pushes the more timid or standoffish ones to stand up for themselves and get rowdy when they need to.

Suggested Mastery Conditions

- Uncover a lie or deception which would have caused serious harm
- Get in a street fight
- Take a blow meant for someone you're protecting

Where to Find Mako

Mako can often be found in Republic City, in the Central District Police Department. That's where he returns for assignments and reports to Chief Beifong. But he's just as often out and about in the city, whether on foot patrol (something he's still happy to do, even as a detective) or participating on an active investigation. PCs have a chance of finding him with police, especially in districts with incidents that might have drawn his attention.

At this point of his life, Mako is most likely to be found away from Republic City when he's with his friends or family. Avatar Korra, Asami Sato, and Bolin might all call him away from the city if they needed or wanted him to journey with them...although he'd be reluctant to leave his post just for relaxation. But where the PCs might find Avatar Korra, they have a good chance of finding the rest of Team Avatar, Mako among them.

He also periodically enjoys a good Pro-bending match, reliving his old days in the arena—PCs who don't mind catching him on the rare occasion when he is really trying to relax might have success in finding him there!

Bolin

Korra Era

"Good power! But in a real match, you'd be a sitting turtle-duck…Stay light on your toes, right up until the moment when you need to dig in and strike. Then…pop-pop!"

Drive

To help his heroes do the greatest good possible

History

Bolin and his big brother Mako grew up as orphans on the Republic City streets. They taught themselves bending and scraped by committing petty crimes and doing odd jobs for the Triple Threat Triad. Where Mako was serious and focused, Bolin was lighthearted and extroverted, prone to ill-considered risks like breaking into a pet shop to rescue a fire ferret kit (his eventual best friend Pabu) from the clutches of a python-aconda. As a child, Bolin met his first hero: the veteran Earthbender Toza, who convinced the brothers to commit their talent to the sport of Pro-bending.

Toza coached Bolin and Mako until they became competitive enough to leave behind their life of crime. Bolin loved Pro-bending both as a game and as a way to win fans and impress girls. He recruited Avatar Korra to join their team, the Fire Ferrets, but was soon swept up into Team Avatar's conflicts, beginning with the battle against the Equalists.

Bolin transitioned into the mover industry, becoming one of the very first mover stars in *The Adventures of Nuktuk: Hero of the South*. At the film's premiere, Bolin foiled and exposed his erstwhile friend Varrick's false-flag attack on President Raiko. As Unalaq schemed toward his own transformation into the Dark Avatar, Bolin briefly dated his daughter Eska, though he nonetheless stood against Unalaq and his Dark Spirit allies.

While touring the world to find new Airbenders, Bolin met the love of his life: Opal Beifong, Suyin Beifong's Airbender daughter. During the fight against the Red Lotus, Bolin discovered his latent talent for lavabending. Then, in the chaos that followed the Red Lotus's defeat, Bolin controversially joined Kuvira's Earth Empire as an officer. He initially supported her agenda of using strength and technology to spread peace and prosperity, but Kuvira's increasingly ruthless and controlling methods eventually drove him to turn against her, reconnecting with Opal and Team Avatar to defeat Kuvira's army.

Bolin's civic-minded turn didn't end with the Earth Empire, though. He briefly joined his brother Mako as a cop investigating Tokuga, then entered President Zhu Li Moon's service as her personal aide. He's taken to it well so far, but Bolin now stands at a crossroads, choosing between service and the spotlight for his life's next phase.

Principle

Friendship

0 +1 +2 +3 +4

Conditions

- ☐ Afraid
- ☐ Angry
- ☐ Guilty
- ☐ Insecure
- ☐ Troubled
- ☐ Foolish
- ☐ Panicked
- ☐ Hurt

Fatigue

How to Play Bolin

- **Make friends.** Bolin genuinely wants to befriend every single living being he meets, unless they're trying to kill him... he only befriends some of the ones trying to kill him.
- **Lighten the mood.** Bolin is painfully optimistic. He believes that if he's just charming and positive enough, he can fix any social conflict. He always has the best intentions, but he sometimes tries too hard to rescue doomed situations.
- **Show off.** Bolin loves to be the center of attention, whether as a star athlete, a mover star, or the distraction to draw fire while his sneakier allies get into position.

Bring Bolin In...

- ...when there's any kind of big event or celebration that lets a big personality shine.
- ...as support staff for another big personality or important figure like the president.
- ...to try and cheer up the companions after a defeat or disappointment, whether he's familiar with them or not.

Techniques

Lava Star*

LAVA

DEFEND & MANEUVER

Create a floating, spinning star of lava that can cut through nearly anything. Mark 1-fatigue and become *Favored* as long as the star is active. Every time you use the star as part of an attack, you can also cut through or destroy part of the scenery as if you had used the Smash basic technique, at no additional cost. You may mark 1-fatigue at the end of each exchange to keep the star active.

Rock Column

ADVANCE & ATTACK

Pin a foe with a column of earth. Inflict *Impaired* on a single combatant. If they are already *Impaired*, inflict *Trapped*. If they are already *Trapped*, inflict *Doomed*.

Lava Moat*

LAVA

EVADE & OBSERVE

Sweep a trench of lava between you (and your allies) and your foes. You and your foes automatically disengage, and at the end of this exchange the fight ends until someone either eliminates the trench to cross safely, or crosses quickly and unsafely. If someone crosses quickly and unsafely, they automatically suffer 3-fatigue and become *Impaired* for the next exchange as the fight resumes.

*Rare Technique

Bolin as a Teacher

Bolin's athleticism, raw talent, and positive attitude have all contributed to his fast learning curve in earthbending and, eventually, lavabending. However, he's no stranger to challenges in training. He struggled for a long time to learn metalbending under Suyin Beifong, though he turned out not to have the aptitude for it. His own self-confidence is also inconsistent, with clouds frequently passing over his sunny disposition.

Although these difficulties have long frustrated Bolin, they have given him invaluable insight into when his students' have difficulties. What's more, he's unfailingly kind and enjoys teaching. He's full of creative solutions, helpful suggestions, and unflagging encouragement for any student in crisis. Under Bolin's tutelage, such students quickly catch up to their peers and learn to enjoy training in the process.

Bolin is happy to share his hard-won knowledge and learning with nearly anyone—remember, he wants to be everybody's friend! A PC asking to learn from Bolin will almost certainly be met with a positive response. A PC simply being awesome in front of Bolin may find him volunteering pointers and aid, as well! Bolin doesn't see himself as a teacher and won't automatically expect to spend lots of time teaching anyone, but he falls into the pattern naturally once he starts.

Bolin's mastery conditions reflect the hard path he has traveled to get where he is today. Loss, defeat, and failure play roles in everything Bolin has learned, as well as redefining who he is and what he wants.

Suggested Mastery Conditions

- Lose to someone in a competition
- Find a new, surprising ability or aptitude
- Impress someone you admire and respect

Where to Find Bolin

As President Zhu Li Moon's personal aide, Bolin is most consistently working out of City Hall in Centeral Distract, Republic City. But one of the aspects of Bolin's job is to go out and perform tasks for the President, perhaps representing her interests at some functions, perhaps bringing messages to other important figures in the city, and so on. Heroes looking for Bolin might find him all across the city, especially in places where there is a conflict that President Zhu Li Moon might want investigated or resolved...or where there is a conflict that Bolin, with his kind, heroic spirit, will try to resolve himself.

He also might be sent by President Zhu Li Moon on a mission beyond Republic City. He is proving himself helpful to her on a daily basis, but he's a capable fighter and a trusted ally, and she can rely on Bolin to act on her behalf throughout the world.

Outside of work, though, Bolin can most likely be found at any of his favorite places. He might meet his girlfriend Opal at Air Temple Island when she's in town, but then he might bring her to the streets of Harmony Park to catch a show! He still enjoys watching Pro-bending matches at the arena, and he'll happily take friends to go see the latest mover!

General Iroh

Korra Era

"Tell her that we will be arriving in three days' time, and that I look forward to winning back Republic City, together."

Drive

To command the United Forces with bravery, wisdom, and chivalry

History

Iroh is the son of current Fire Lord Izumi. Prince Iroh grew up with his family's expectations to embody and uphold the novel direction in which Zuko and Izumi had led the newly peaceful Fire Nation.

As a boy, Iroh could have simply walked into any Fire Nation officers' school. However, having grown up with tales of his namesake and grandfather cooperating with other nations, Iroh had different plans. Having always felt the draw of the ocean, and determined to learn from the best sailors in the world, he petitioned feverishly to train with a group of elite Northern Water Tribe warriors.

Iroh fell short of the competencies required. He was heartbroken. However, he managed to secure a position serving on an infamous fleet of Northern Water Tribe vessels, with the reputation for teaching various forms of seafaring espionage. Despite his family's protests, Iroh insisted on going, becoming its first ever crew member from the Fire Nation.

Iroh struggled with arctic survival and skullduggery, as well as unfamiliar martial arts, but he eventually won esteem from Northern Water Tribe crewmates for his indefatigable attitude. Upon completing his training with the fleet, a surprised but impressed Zuko and Izumi suggested that Iroh's cosmopolitan education would make him an ideal United Forces officer.

Iroh joined the United Forces of Republic City and ascended to the rank of general younger than any previous holder of that commission. On the job, he mastered a dizzying array of martial skills, from lightningbending to grand strategy. Iroh led the United Forces in defense of Republic City during the Equalists' attack. Even after the United Forces took devastating losses, he fought on in guerrilla fashion alongside the Avatar.

President Raiko proved to be Iroh's most frequent rival. Raiko blocked Iroh's attempts to move the United Forces south to defend the Southern Water Tribe against Northern aggressors, ordered Iroh to stand down rather than fight General Kuvira's mechanical colossus, and pushed Iroh to have his soldiers attack protesters at the new Republic City spirit portal. Though Iroh obeyed these orders reluctantly, he also supported Zhu Li Moon's candidacy as president.

For his whole life, Iroh has inherited problems bigger than him, none his fault but nonetheless his to confront. It remains to be seen how Iroh balances his identities as United Forces general and Fire Nation prince, as well as how the world responds.

Principle

0 +1 +2 +3 +4

Leadership

Conditions

- ☐ Afraid
- ☐ Angry
- ☐ Guilty
- ☐ Insecure
- ☐ Troubled
- ☐ Prideful
- ☐ Obsessed
- ☐ Subdued

Fatigue

How to Play Iroh

- **Lead from the front.** Iroh never orders his troops to do anything he isn't willing to do himself. In any battle, he'll be throwing punches and lightning bolts from the prow of his flagship or the front line.
- **Bend the rules, don't break them.** Iroh balances the letter of law and duty against his strong moral compass. When the two come into conflict, he's creative about finding compromises.
- **Think of how history will view this moment.** Iroh is keenly aware of his family's and his nation's past misdeeds. He makes decisions carefully, with extensive thought given to the political implications of his actions.

Bring Iroh In...

- ...to lead the United Forces against a serious threat.
- ...to delicate political situations where the United Forces need a representative.
- ...as a teacher and role model for ambitious young soldiers or officers.

Techniques

Lightning Blast*

LIGHTNING

ADVANCE & ATTACK

Hurl a bolt of lightning at a target. Mark up to 3-fatigue. For each fatigue you mark, your target must mark 2-fatigue.

Fireball Barrage

ADVANCE & ATTACK

Pummel a foe with a barrage of small fire blasts. Mark 1-fatigue. Inflict 1-fatigue on your target, an additional 1-fatigue for each attack anyone has made against them this exchange, and an additional 1-fatigue for each negative status they currently have.

Jet Flight*

DEFEND & MANEUVER

Shoot a jet of flame from each of your fists and use the force to propel and guide yourself through the air. Move to a new location, as in the basic technique Seize a Position, but no one can block your movement. If you shoot into the air, then you may reengage with a foe or foes of your choice below you at the beginning of next exchange, becoming *Favored* as you fall upon them.

*Rare Technique

Iroh as a Teacher

Iroh's martial and military skills are diverse and impressive. Athletics, hand-to-hand, firebending, lightningbending, vehicular combat, command, tactics, strategy, even politics: Iroh can do it all. His approach to teaching blends the discipline and repetition of military drill with measured doses of Fire Nation tradition and philosophy. It's never enough to teach someone how to do something; Iroh needs you to understand when and where it's proper and ethical to do it. Given Iroh's family history, he sees this point as a matter of national security. If you're not there for the philosophy lecture, Iroh won't teach you to fight, period.

Iroh has one main weakness as a teacher: he is naturally talented at every military art he's qualified to teach. When his students struggle with skills which come easily to him, he's not always sure how to guide them through it. He also benefited from the world's best instruction in firebending and soldiering; but while his upbringing imparted many solid pedagogical practices, if he's teaching a student in between his duties as United Forces general, he may not be able to provide a palace-quality gymnasium or an ancient fire temple's meditation room.

Iroh is most likely to teach students connected to his own position or backgrounds—in other words, other young military students are best situated to grab his attention. That's not because he mistrusts people of other backgrounds, so much that he is committed to his duty and his role, and it's an easier leap for him to train an allied or subordinate soldier, than to train a civilian. That said, Iroh is very strategically gifted in addition to his nobility of spirit inherited from his family. He will definitely share skills with students who might help protect and preserve the United Republic.

Iroh's mastery conditions all reflect the military lessons he received in his own training—commitment to a higher cause, obedience to the chain of command, the need for proper leadership, and so on.

Suggested Mastery Conditions

- Lead others in a desperate situation
- Retreat tactically from a battle not yet totally lost
- Follow an order you disagree with

Where to Find General Iroh

General Iroh has most recently been stationed in Yue Bay, at the United Forces Navy Barracks. He's been overseeing the forces in the bay, in particular planning repairs and redeployments after the damage caused by Kuvira's Mecha Giant. He's not exactly accessible to the average citizen—he is, after all, one of the United Forces's most important commanders—but anyone with military status or friends in the government can probably get in to find him.

As a military commander, he might also be found anywhere that the United Forces Navy or Army is deployed, organizing and commanding those peacekeeping efforts.

Index

A

Asami Sato – 9, 12, 21, 24, 26, 95, 154
Avatar Aang – 7, 13, 40, 55
Avatar Korra – 10-12, 14, 15, 21, 25, 26, 28, 44, 46, 47, 154

B-C

Bolin – 12, 15, 22, 154, 156, 157
Cabbage Corp – 20, 25, 26, 59,
Commander Bumi – 28, 29, 31

D

The Districts
- Central District – 19-23, 36
- Downtown – 19, 24-27, 36
- Dragon Flats Borough – 19, 52-55
- Green Meadows – 19, 48-51
- Harmony Park – 15, 18, 19, 36-39, 139, 141
- Old Cranefish Town – 7, 9, 19, 32-35
- Roku Plaza – 19, 40-43
- The Spirit Wilds – 19, 44-47
- The Underground – 19, 56-59
- Yue Bay – 9, 10, 15, 19, 28-31, 64

E-L

Equalists – 9, 13, 30, 40-42, 126
General Iroh – 28, 29, 30, 31, 43, 158, 159
Harmonic Convergence – 10, 25, 31, 47
Iknik Blackstone Varrick – 10, 11, 14, 15, 22, 24, 26, 40, 42, 43, 95, 152, 153
Kuvira – 10, 11, 21, 30, 41, 94
Lin Beifong – 13, 21, 22, 129, 150, 151, 154

M

Mako – 12, 22, 128, 129, 132, 134, 154-156
Mayor Ailani – 13, 20, 22, 23, 25,
Mecha – 7, 9, 10, 11, 14, 21, 27, 44, 47, 56, 62, 63, 94-103
Moves – 68-72, 82, 86, 91, 111, 115, 119

P

Pro-bending – 15, 28, 31, 62, 63-77

R

Raiko – 11, 13, 14, 23, 41, 158
Republic City Police – 13, 21, 36, 129, 150

S

Spirit Portals – 9-12, 15, 44, 125
Spirit Vines – 10, 11, 14, 27, 44, 56, 59

T

Tenzin – 28, 29, 30, 55
Tokuga – 9, 11, 12, 44, 46, 47
Triads – 12, 13, 18, 22, 23, 27, 39, 44, 52-59, 95, 129, 130, 136

U-Z

UnaVaatu – 9, 10, 28, 44
Vehicles – 14, 27, 57, 62, 63, 78-93, 138, 143
Zhu Li Moon – 11-14, 20, 22, 23, 95, 152, 156

A GUIDE TO THE CITY THAT CARRIES THE LEGACY OF AVATARS AANG AND KORRA!

Republic City is a setting toolkit that details the capital of the United Republic and the backdrop for much of *The Legend of Korra*! In this book, you'll find details on ten different districts of Republic City, NPC legends tied directly to the city, and new mechanics bringing to life vehicles, mecha, and Pro-bending!

The book also contains new techniques for every training, playbooks with interesting mechanics for new stories, and *The Quick & The Quarrelsome*, a brand-new adventure set in Republic City. In the adventure, you and your friends will enter into the tunnel racing scene, participating in high-speed contests while uncovering a dangerous conspiracy!

- 3 new character playbooks—archetypes that help you play compelling protagonists.
- An exciting adventure that crosses Republic City's burgeoning tunnel-racing scene.
- 5 NPC Legends, including Mako, Bolin, and Lin Beifong, each able to teach special techniques.
- 10 districts in the city, each with NPCs, locations, and plot hooks.
- Expanded mechanics for Pro-bending, vehicles, and mecha.

FOR USE WITH THE AVATAR LEGENDS RPG CORE BOOK

Players	Time	Rating
3–6	2–4 hrs	Everyone

magpie GAMES

nickelodeon

ISBN 978-1-959269-08-3

©2023 Viacom International Inc. All rights reserved. Nickelodeon, Avatar and all related titles, logos, and characters are trademarks of Viacom International Inc.